SCAM

Rogues In Space

Volume II

by J. Andrew Keith

CARGONAUT PRESS

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SECTION I: RULES

Introduction

No human society, no matter how well regulated or devoted it may be to high ethical or moral principals, has ever existed without an underlying criminal subculture; it is a sure bet that every good citizen has some counterpart who engages in some form of illegal, or at least extra-legal, activity. And though we may think primarily of muggers, thieves, racketeers, or thugs when we picture the typical criminal, another large body of rogues should never be overlooked: the swindlers and con-artists whose crimes, though less spectacular on the surface, are no less profitable -- and rely on a more subtle and less blatant (and hence less hazardous) approach to achieve the same ends.

Con men have been with us since before the dawn of history; we can readily picture the early Egyptian swindler selling deeds to choice tracts of windswept desert or even the cave man who first -persuaded some prehistoric mark to trade a prime load of mammoth meat for a cave with a view – most likely a view of an active volcano or an irate sabertooth tiger. The confidence game has flourished for millennia, largely unchanged despite the ebb and flow of society and culture.

When mankind spreads to the stars, con men will be there to, selling real estate on water worlds, and refrigerators on ice planets. The enduring nature of the sting and the scam will remain a constant for as long as there is one man alive who is gullible, or greedy, or dissatisfied, and is foolish enough to think that the answers to his problems can be purchased from a smooth-talking, quick-witted fellow with the perfect "get rich quick" scheme or other convincing but phony product, service, or idea.

Scam discusses various aspects of scams, con games, and similar deceptions in the universe of *Traveller*. Nor does it limit the field of coverage to these criminal activities, though they are important to the supplement; the systems presented in *Scam* are intended to permit player-characters to attempt a wide variety of deceptions, falsehoods, or impersonations as a part of their ordinary adventuring activities. Thus the material is in no way solely concerned with enabling characters to make money off of their gullible companions. All areas of interpersonal relations which are likely to arise in a given adventure or campaign may be handled by using this supplement.

The broad scope of this supplement makes it difficult to address many particular subjects in detail. Much of the utility of the systems presented here is implied, rather than spelled out in hard-and-fast rules. For example, you will not find a specific section of the supplement covering attempts at seduction. Nonetheless, the general principals of persuasion and reactions can be extended to include this potential area of activity. It is up to the players and the referee to see how this supplement can be put to use in ways beyond those basics that have been discussed in detail here. The more creative the people involved in the game are; the more the building blocks presented in this supplement can be made to provide a versatile grounding for a variety of *Traveller* situations.

THE *TRAVELLER* SUPPLEMENT

The adventures that are possible in *Traveller* are practically limitless; this supplement is but one of many of them. But this supplement is specifically designed to contain features not available in many *Traveller* adventure products. This supplement includes charts, maps, individual scenarios, and other aids that make it easier to administer and play the game.

More than the above features, however, this product presents a basic thesis which should provide value for beyond the individual scenarios which have been included in this supplement. In a role-playing game that covers the entire spectrum of possible activities, careers, and situations of a star-spanning future culture, such as *Traveller*, it is sometimes easy to lose sight of the details of how specific tasks and jobs might be accomplished. The "Rogues In Space" series of supplements is created to carefully define the problems, situations, and procedures inherent in various activities of an illegal nature.

Once the scenarios presented in this supplement have been resolved, there remains the basic material which describes the skills and generation procedures, and other information of a general nature which permits the referee and players to create further adventures situations making use of stings and scams. Many of the basic procedures, in fact, have a large degree of applicability to the ordinary run of typical

adventures and campaigns, and can be used and reused almost constantly.

Usability: *Scam* assumes that the referee and players are already familiar with the rules to *Traveller*. A *Traveller* rules set – Starter *Traveller*, Basic *Traveller*, Deluxe *Traveller*, or The *Traveller* Book – is required to make effective use of this material.

Compatibility: Although the adventure situations provided in *Scam* are set in a region of space known as Reavers' Deep, a sector located beyond the frontiers of the Imperium in the universe developed in various official *Traveller* supplements and products, neither those adventures nor any of the material in this supplement need be limited to being set in that region. This supplement can always be used with existent *Traveller* campaigns regardless of backdrops or settings. When using the adventures, there is little difficulty in substituting new background information to reflect an alternate setting or location as desired. And the bulk of the material is not tied to *any* region or background; the supplement is equally valid for adventures in any part of the official *Traveller* universe or in any referee created alternative campaign or adventure setting.

CONTENTS

This supplement contains the following three sections.

Section I - Rules: Materials connected with all aspects of confidence games are presented in this section as basic data for the referee and the players. It includes all the material necessary to carry out scams and other deceptions in the course of *Traveller* games or campaigns. While usable as a player reference manual, it is normally withheld by the referee except when the situation calls for the players to look up specific information or procedures.

Section II - Adventures: Five folio-sized adventures present information allowing a number of separate adventure scenarios to be run, making use of the rules and procedures presented on these pages. The first adventure contains general guidelines on how to create scam situations, both large and small; the remaining four adventures contain specific scenarios which may be run, or which can be used by players as examples of how scams might work. Though intended for the referee when they are to be used as actual game adventures, each adventure may be provided to the players as needed as sources of inspiration.

Section III – Appendices: This section contains an appendix with a variety of charts and tables, discussed in the text but placed in this section for easy reference by the referee.

The second appendix contains a set of pre-generated characters with stats, skills, and other data for twelve characters and is provided to speed referee preparation and allow immediate play without the need to create characters first.

The third appendix contains the Personality Profile Form, which provides a means of regulating the responses of individual targets to scams and other deceptions. It should be photocopied for use in the game.

BASIC FACTS

The following basic facts are assumed to be in force in this supplement.

The Imperium: The Third Imperium, established over 1,100 years ago, is a human-dominated interstellar empire over 700 parsecs across. The empire is a major force for stability within and along its borders, although sheer size makes communications slow and any sort of coordination between the capital and the frontiers nebulous at best.

The Imperial Calendar: Because of the differences between day lengths and year lengths on various individual planets, a standard calendar has been adopted by the Imperium. It is in common use on many human worlds both inside the empire and beyond its borders. The starting point for the calendar is the year zero – the year in which the Imperium was founded. The current year is 1111 (one thousand, one hundred and eleven years after the Imperium began).

The Imperial year consists of 365 standard 24-hour days. Days within the year are numbered consecutively from 1. The first day of the current year is 001-1111; the last day of the current year will be 365-1111. The calendar divides the year in 52 seven-day weeks beginning with day 2 (day 1 is a holiday not contained within any week).

The standard day is composed of 24 standard hours. Clocks and watches count times using standard hours, minutes, and seconds. On individual worlds, timepieces and calendars making use of local conventions for timekeeping are available.

REFEREE'S NOTES

This supplement is intended to be as complete as possible. The materials in it are intended to supplement the basic *Traveller* rules, and no other rules or published material are required in order for the scenarios to be played.

Other Necessary Materials: In addition to *Traveller* and this supplement, players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and, perhaps, a calculator.

Other Desirable Materials: The entire game of *Traveller* products whether from GDW, Gamelords Ltd., or other *Traveller* licensees, elaborates and expands upon the universe of the future. Many of these products may be particularly useful when taken in conjunction with this supplement. Especially interesting possible items include:

- Supplement 1, *101 Characters*: Provides a collection of typical characters useful for quick reference during play.
- Supplement 4, *Citizens of the Imperium*: Character creation systems and lists of typical characters for a variety of new career types, including Rogues.
- Supplement 6, *76 Patrons*: Provides a number of short "patron encounter" adventures, which can become a source of inspiration for possible scams as well as being used as actual adventure scenarios.

- Supplement 13, *Veterans*: Provides a collection of typical characters with a military background generated according to the advanced character generation system presented in Book 4, *Mercenary*.
- *Startown Liberty*: Contains a series of encounter tables and descriptions to regulate activities in the "startown" district of a city, including contacts with the criminal underworld.
- *Starport Planetfall*: Second in the encounters series, Starport Planetfall provides a series of encounter tables and descriptions relating to encounters at a typical planetary starport.
- *Letter of Marque*: The first volume in the "Rogues In Space" series of supplements (similar to this one), dealing with piracy and privateering.

Administering This Supplement: Ultimately it falls on the *Traveller* referee to ensure that an adventure is exciting enough and enjoyable for the players. This requires the referee to work with the players without actually making their decisions for them. It is especially important that the referee be ready to offer a certain amount of guidance to players who may be attempting scams making use of this supplement; remember the difference between what a *player* may (or may not) know, and what a *character* might know. Few typical *Traveller* players are likely to be skilled con artists; when they play a character who is supposed to be familiar with the techniques of the scam or the sting, allowances must be made to reflect the fact that the characters may have a better idea of what to do than the player can bring directly to bear upon the game.

This referee assistance should come primarily in the area of concepts and planning. If a player is setting up a con, be sure that he or she is as clearly aware of the weaknesses of the intended mark as the character, with years of experience in sizing up the human personality, would be. Above all, though, the referee should exercise judgement in permitting characters to run confidence games. The player who has no idea of how a scam can be worked should probably not be given a con man as a character. The many principals of deception and deceit presented in this booklet may still be useful to average characters, but the intricate and difficult aspects of complex confidence games should be saved for those who can handle them.

Though the referee is encouraged to give help and guidance, the players remain in final control of their destinies. A referee's assistance should be in the form of hints or advice, leaving the actual decisions to the players. It is easy for the referee, as an omniscient power able to see everything in the light of complete knowledge of the adventure, to use this accurate knowledge to manipulate the group's actions. This should *not* be done. The judgement of the players may be faulty, but in any instance where the character would not necessarily know better, errors in judgement must be allowed to occur. The players should always be given the chance to *correct* mistakes that have been made, but no course of action should be forced upon or denied to a group. Because of this, the referee may also sometimes find it necessary to extemporize some situations or courses of action not allowed for in the rules. This is why *Traveller* is a refereed game – to permit flexibility in handling unforeseen or unpredictable circumstances.

Section I - Rules: The background, rules, and other information that follows may be examined by both players and referees alike. This material should be regarded as supplementing the basic rules to *Traveller*, and, unless the referee rules otherwise, should be considered to be equally binding in the conduct of the game. As always, though, the referee may make whatever changes he or she deems necessary to extend overall enjoyment of the game.

Game Rules for Deceptions

The interaction of characters in the basic *Traveller* rules is left largely up to the referee, with a very basic reaction table to regulate NPC attitudes and responses. Though this system permits the maximum amount of flexibility (since it relies on the referee), it also throws a heavy burden onto the referee by forcing him or her to judge how to react in the face of character deceptions or other approaches. It is often hard for the referee to keep "in character" with each individual NPC, and to totally divorce the NPC's behavior from the referee's own perfect knowledge of conditions.

For this reason, a comprehensive system to simulate personalities and the process of persuasion is introduced in this supplement. Though specifically applicable to confidence games, the rules which deal with the creation and use of personality traits and characteristics can be useful in a variety of situations; it may be useful to introduce these systems as a regular facet of the game rather than a special case used only under specific conditions. This, of course, is up to the referee, but the applications of these concepts to all areas of the game should be fairly obvious.

PERSONALITIES AND CHARACTERISTICS

The standard *Traveller* UUP code is useful for defining the basic abilities of a character in terms of physical (strength, dexterity, and endurance) and mental (intelligence, education, and social standing) attributes. These stats give us the basis from which a character is defined in the game. But basic *Traveller* assumes that characters, though generated randomly, will be *created* – given depth, purpose, background, and so forth – by the deliberate process of player development.

However, when the mechanics of the game are to shift from physical combat to a conflict of wits and wills, the basic stats mean much less. Intelligence is a measure of intellect, not of willpower or persuasiveness, and in similar fashion none of the standard stats represent anything which can really be used to simulate confrontations on a verbal level – the stock-in-trade of the successful con man, politician, or used car salesman. As a result, it is necessary to introduce a new set of stats that can be used to simulate these aspects of character interaction.

Universial Behavioral Profile: The UBP is a new set of attributes, six in number may be introduced for *all* characters – as a supplement to the physical and mental stats. These may be expressed in terms similar to the *Traveller* UPP code as the *Universal Behavioral Profile*. The UBP contains six stats, which can range from 1 to 15, including Persuasion, Charm, Insight, Gullibility, Character, and Will. These stats are defined below.

Persuasion: The ability to talk smoothly and convincingly is summed up by the Persuasion statistic. A low number would indicate little talent in speaking smoothly, in choosing a line of argument that will most readily break down resistance, or in adapting a pitch to adjust to objections or counter-arguments. A high number, of course, represents the ability to handle oneself convincingly under most conditions.

Charm: Charm represents the ability of a character to influence others through his or her presence alone. Though physical attractiveness is a part of charm, it is far overshadowed by the individual's intangible aura of dominance, leadership, or trustworthiness. A high value to this attribute could indicate striking good looks, but could also denote a physically average character with a less identifiable but quite undeniable appeal. Low numbers do not necessarily denote ugliness, but rather an inability to project a sufficiently powerful presence to convince others of the individual's sincerity or friendly intent.

Insight: Insight is a stat that represents a character's ability to size up human nature and estimate the motivations and convictions of others. The character with low insight has a narrowness of vision commonly found in idealists and others blind to the true workings of human nature, while a higher insight value denotes a shrewd ability to judge human nature and recognize goals and desires that the subject might not even be fully aware of.

Gullibility: A character's gullibility is the measure of how easily they may be taken in by lies or falsehoods of any kind. A low number represents an extremely gullible individual, taken in by almost anything; a higher number indicates that the

character is cynical enough to discount much of what he or she may be told, and hence much harder to fool or convince.

Character: This stat is a measure of the individual's strength of purpose -- not willpower, but rather the likelihood that the individual might be swayed by temptation in some particular area. A low character attribute indicates someone easily led astray by appeals to some particular facet of the person's personality -- greed, fear, ambition, hope, etc. A higher number represents unswerving purpose, not to be easily deflected from the straight and narrow.

Will: The final stat of the UBP is will, which represents the character's determination and stubbornness. A weak will, represented by a low number, is easily overcome by arguments or other persuasion. A stronger will, on the other hand, is not likely to readily abandon beliefs or principals. The difference between will and character is subtle but very important, and boils down to an essential point. Character is generally tied to one or two specific personality traits (discussed in a later section), and regulates an individual's reactions to general attempts at persuasion directed at those traits. Will is used to measure the actual determination of the character in the face of argument, resistance, or hardship. By way of example, a person may be attracted by an offer that appeals to his or her character (greed, in this case), but is reluctant to undertake the offer because of personal distrust for the individual behind the offer, a known swindler. The swindler must batter down the target's resistance by overcoming the individual's will, a separate facet of the target person's personality.

CREATING THE UBP

Care must be exercised in the creation of the UBP, particularly where player characters are concerned. Though a purely random process is possible, it must be remembered that any player will want to have a strong voice in the creation of the personality to be applied to his or her character. The process of creating the UBP is slightly different for player characters and NPCs.

Non-Player Characters: The characteristics applied to NPCs may be rolled up in one of two ways. The preferred method is to roll 3d-3 for each attribute, treating a result of "0" as a "1." This permits a full range of results, from 1 to 15, completely at random. The approach is especially good for minor NPCs who may be on the scene for only a short time.

As an alternative, the referee may create NPCs as discussed below, for player characters. This creates more "tailored" -- i.e. less random -- results, and is better for use with key NPCs, such as the target of a major scam or the key NPC working in or with a group of player characters.

Player Characters: Players should have an opportunity to "tailor" their characters to a certain extent. To do this, roll up each characteristic with 2d (as with the basic physical and mental attributes). When this has been done, two dice are rolled, and the number of points shown may be added to any combination of UBP stats. The 2d points may be split among the attributes in any manner desired, providing that no attribute is raised to a level higher than 15. The referee may also, at his or her option, permit the player to reduce some attributes and raise others by the same amounts, but under no circumstances may a character have any attribute at a level less than "1."

Character Creation: Most characters will have little change in UBP stats during the course of their careers. If desired, a character may be granted +1 Gullibility each term automatically, and Charm may be made subject to the same aging effects as Dexterity (with a separate die roll, of course). Characters who embark upon the life of a con artist may receive more extensive changes to these basic stats, as is discussed in the chapter on character generation later in this supplement.

PERSONALITY TRAITS

Most individuals have one or more major character traits that dominate their behavior. Ambition, greed, hate, love, and other such motivations shape the way a character may act, and it is the goal of the successful con artist to appeal to one of these motivations and thus persuade the individual to part with his or her hard-earned money in an attempt to achieve a goal or goals near and dear to the mark's heart.

These motivations may be created entirely by the referee (for NPCs) or the players (for their individual characters) in keeping with the concept for character development necessary to the adventure, campaign, or character in question. However, it is possible that a more random generation of such traits may be desired, either to provide greater variation in character traits, to stimulate or inspire new ideas, or to save effort and thought. A random system for generation of character traits is provided in the Charts and Tables appendix, to be used as desired. It should be emphasized that the use of this system is strictly optional, and the results may be settled rather than rolled up, as the referee wishes.

Defining Character Traits: The listed character traits are capable of being interpreted very broadly. This is deliberate; the referee or player should use the character traits as general guidelines which, taken together with the other aspects of character development, shape an overall picture of the individual in question. Thus, the traits "Greed," "Security," and "Family" might be interpreted as pointing to a character who wants money as a means to support or assist family members, or to a character who is greedy, concerned about his own well-being, but also strongly bound to a wife, child, or relative. Exact interpretations depend upon the referee or player actually defining the character.

Traits and the UBP: Character traits are bound up with the attribute known as "Character" in the UBP. The Character stat determines the ease with which an individual is dominated by his or her motivations. If the person is particularly complex, with several separate traits, the referee should develop *separate* character stats for various facets of the individual's personality (one for greed, one for personal well being, one for attachment to a given family member, as in the second sample above).

DECEPTION

A deception is any attempt to lie or fool another individual. This may range from the telling of a simple falsehood to an attempt to adopt a disguise or false identity. The deception is the simplest form of character interaction; lies and disguises are not only the basis for most con games, but are also common to many other areas of the game.

Circumstantial Lies: A circumstantial lie is a simple deception; when telling the lie, the character makes up facts that are unlikely to be checked or contradicted – such as the individual's background, activities, and so forth.

In the course of the game, when players wish to tell lies to NPCs, the process occurs on two levels – the interaction of players and referee, and the actual game mechanics. The first is a nebulous area that will require judgement on the referee's part to implement correctly. The second is straightforward, but depends to a certain extent on feedback from the first level.

On the player vs. referee level of interaction, the players may indicate a specific lie or type of lie to be told. This is not necessary; the player could just as easily say "I'm telling a lie," and the referee could judge the effects from the game mechanics alone. But players are encouraged to be creative and get into the spirit of things by being an active part of the game in every possible way. It is up to the referee to judge how appropriate the player's lie may be; a really well-developed lie may be judged to be particularly effective, and could permit an extra favorable die modification in the next step of the process. However, the referee should keep in mind the fact that the *player* is not actually the *character*; thus, if the player's lie is particularly bad. The character might actually have done considerably better – and vice versa, so the interaction between referee and player should count for less than the game mechanics. Primarily, this first level is designed to reward ingenuity and creativity, but should never supercede the real game mechanics entirely.

The lie is actually resolved through a series of die rolls, as a form of "combat" of a sort. The circumstantial lie requires three rolls, two by the player, the third by the referee. First, the player rolls 2d and compares the result to the character's Insight stat. *Subtract* the roll from the Insight value, the number that results is the Insight Modifier, which may be positive or negative. It represents the lying character's ability to tell an appropriate lie based on the best possible assessment of the target's personality.

Next, the player makes a roll and subtracts it from the Persuasion stat. This result is the Persuasion modifier, which is combined with the Insight modifier, and any additional modifiers that the referee may feel appropriate based on the interaction discussed previously.

Finally, the referee makes a 2d roll and applies the total modifier already created to produce a final number. This number is compared to the Gullibility of the character being lied too. If the number is lower than the stat, the lie is not believed; if higher, it is accepted. Where a whole chain of lies are to be told, the referee should keep track of an accumulated number of points over or under the Gullibility stat as each lie is told; these points may be applied as a sort of final modifier to a roll to determine overall acceptance of a complicated lie (as might be found in a more complex scam).

Skills may also be brought to bear on the circumstantial lie; the referee Gullibility roll can be modified by a range of skills including leader, liaison, and recruiting, plus other skills which might have a bearing on the situation. A lie about the performance of a pilot's job, for example, might be modified by the use of ship's boat or pilot skill, representing the use of technical terms or other appropriate color to maintain the believability of the circumstantial lie. Skill levels should be divided by two (round down) and then applied as a favorable DM.

Factual Lies: There is a difference between the circumstantial lie, which cannot be checked easily, and the outright falsehood that denies established facts. This is harder to tell convincingly.

The process is virtually identical, with one crucial difference -- the final roll by the referee is made against a much higher number. This is obtained by combining the target character's intelligence, education, and gullibility, for a number between 3 and 45. Any skills the character being lied to which have a bearing on the situation may also be added to this total (thus, a lie based on some principle of electronics would be harder when the character in question has electronics skill himself).

The same process -- a roll of 2d plus the Insight and Persuasion modifiers and half of all applicable skill levels -- discussed for the circumstantial lie is repeated here, with the final "attack" number being compared to the target's "defense." Again, a series of lies may require a running accumulation of modifiers to be kept before one final pay-off is achieved. The two types may even be intermixed as needed. Obviously, a failure to carry off a functional lie against a particularly intelligent well-educated, and skeptical opponent could result in a serious setback for the character telling the lie.

The Diversion: Another possible technique of deception is to evade the issue at hand by diverting attention elsewhere -- without being blatant about it. Diversion is also handled in the same general way. Here, though, the player attempting the evasion rolls against charm, only, for a modifier; the result is a modifier to a roll against the target character's Will. If it succeeds, it is likely to do no more than buy time for the character -- how much depends on the referee and the situation -- while failure indicates that the "target" is not diverted, but does not cause any other modifiers or effects.

Image: "Image" is the term used to describe the simplest form of disguise, wherein a character seeks to give a false impression of status, background, or condition by putting up a front. It requires no particular expertise, and few materials. Clothing appropriate to the image sought, and possibly makeup or props to support the deception may be necessary; the referee must rule on what the character may require to carry off this elementary disguise.

While attempting to bring off a deception of this type, the character must roll 2d less than or equal to Charm each time a new individual is encountered. The roll is given negative DMs equal to the character's disguise skill and additional DMs may be granted based on experience or the expertise. (To adopt the guise of a bum, streetwise skill might be applied; for a soldier, DM -1 per term of military service and so forth). These are granted strictly at the discretion of the referee.

Success with the roll gives the character success in carrying out the disguise; the individual being dealt with has no inkling that the character is anything but what he or she pretends to be. Failure of the roll will cause the individual in question to doubt the character. The referee should determine (based on the situation -- when in doubt, roll on the basic reaction table and treat any adverse result as an open expression of disbelief -- or on the character of the doubting individual) whether this doubt is openly expressed. If it is, or if the disguised character makes a roll of Insight or less and realizes that there are doubts, the character will need to sway the disbeliever through some form of Persuasion.

Disguise: A more intricate form of deception, disguise is the term applied to any attempts to thoroughly adopt a fictitious identity. Where "image" is mostly a matter of protective coloration -- an attempt to blend into a background through the use of simple props or changed clothing -- "disguise" goes a step beyond by requiring the character to behave convincingly as if he or she was someone else.

Disguise can be attempted *only* with the use of disguise skill. Equipment or makeup, beyond props essential to the situation and identical to those needed for "image," is not usually necessary, though they may be helpful. The procedure is identical to that outlined previously, except that rolls against Charm must be made more frequently. In addition to rolling on the first encounter, additional rolls must be made each time the character speaks or otherwise interacts in any fashion that the referee deems might be a cause of suspicion or doubt.

Impersonation: Impersonation is similar to disguise, but involves the adoption of a true identity, rather than a fictitious one. This gives a correspondingly greater chance of detection, which varies according to the nature of the audience involved.

Crowd: When impersonating a public figure or other familiar individual in front of a crowd that has no intimate knowledge of the person, the impersonation is treated much like a standard disguise. However, the character must have Mimic skill if he or she is to speak during the course of the impersonation, and the mimic skill and disguise skills are both used as DMs.

Acquaintances: When dealing with small groups familiar with, but not particularly close to the impersonated individual, the character obtains a Charm modifier, to which are added Mimic and Disguise skill levels and a roll of 2d. This roll is compared to the sum of each acquaintance's Gullibility + Intelligence, with a higher value needed for successful impersonation. Rolls are made as often as the referee deems necessary in the face of actions and conversations.

Intimates: When dealing with really close connections -- family, very close friends or associates, and so forth -- use the procedure for acquaintances, but the "defense" is Gullibility + Intelligence + Will. See also the notes for the cumulative effect of a series of contacts for various types of lies.

General Notes: Regardless of the method of impersonation, characters will need access to a disguise kit or other source of makeup, plus preparation time to study mannerisms, speech, and other essentials (2d x 4 days, DM -1 per level of disguise and Mimic skill; minimum roll, regardless of modifications, is still "2"). The character must also be similar enough in build and overall appearance to make the impersonation possible (only the referee can determine this); finally, the character must have both Mimic and Disguise skills.

Mimicry: In situations where a character wishes to disguise his or her voice, only, the same types of disguises (Image, Disguise, or Impersonation) can be attempted, with only Mimic skill being used as a modifier. However, in such instances, the skill level is *doubled* to obtain the modification.

THE DECEPTION OF PLAYER CHARACTERS

One of the trickiest aspects of the deception process is that of deceiving the player characters. The referee must walk a thin line between fairness and simulation when attempting to apply the deception rules to players, but it can be done. When carried off properly, the system makes it much easier for the referee to misdirect and mislead the players without being obvious and without denying them a chance to unravel clues that the *characters* (not necessarily the *players*) would pick up on.

The various aspects of disguise (Image, Disguise, Impersonation, and Mimicry) are fairly easy to handle. The referee should secretly determine the NPC's ability to carry out the disguise in question. If successful, the NPC is represented as being the disguised individual; if not successful, the character(s) may be told that there is something not quite right about the person or, in the case of a really major difference between the two, the NPC may be immediately revealed as an imposter.

When a whole group of characters is being dealt with, each may have individual reactions to a disguise. This may be handled through the use of notes or other means of passing slightly different information to each individual. If this is to be done, the referee should make such note-passing a consistent part of the encounter and interaction process, so that players do not immediately begin to associate notes with something suspicious.

Also, the referee should periodically introduce the possibility that a character will *mistakenly* believe that an NPC is an imposter. This serves to keep the group slightly off-balance. Such special instances are left to the referee to introduce, as the situation seems to warrant it. One possibility, however, is to use the character's Insight as a guideline; another would be to set an absolute throw (say 12+) as a constant chance of misidentifying an NPC.

Lies and similar deceptions are more tricky, because there is once again a problem in handling the dichotomy between what the *player* may know or believe, and what the *character* perceives as truth. Since the referee must actually tell the lie, the players may pick up on discrepancies that the characters would not recognize.

When formulating some kind of deception, the referee should first determine the "conflict" in game terms, as described previously. If the result shows up as an outright failure, the player may be told up front that the NPC is lying. Should the result be a successful lie, however, the result must be handled more carefully. The referee should attempt to formulate a believable lie that the players are likely to believe. Should the player be skeptical, indicate that the character believes what he or she was told. Should the player continue to express doubt, allow a roll of Insight or less to permit the character to share the player's doubts. Should the player be stubborn in the face of repeated failures by the character to see through the deception, the referee must use a certain amount of judgement. Try and persuade the player to play the character and go with character reactions, rather than his or her own personal reaction. But if the character is stubborn, it is never wise to force the issue. Players do not generally like to be forced into something when they themselves know better (regardless of how the character's knowledge or personality may differ). There is nothing more disruptive to a game than to have a sullen player holding grudges for the forcible manipulation of character responses by a referee; therefore the referee should give in and let the player have his or her way when necessary. However, there is nothing that says that the offending player need be invited back, if this stubbornness is having an adverse effect on the game as far as the rest of the group is concerned.

Players vs. Players: The same process can be used to deal with deceptions between one player and another. The referee should mediate such activities. By and large, the UBP code should not be revealed from one character to another, so it will fall upon the referee to interpret the results of a lie by one player character to another. The same procedures and special comments discussed above should continue to hold true for this area of deception. A certain amount of good sportsmanship is required on all sides, to avoid arguments and personality clashes between players.

PERSUASION

Beyond the realm of ordinary deception, but still important to the overall play of *Traveller*, is the concept of *persuasion*. This is the use of argument or other pressures to cause a character to change his or her viewpoint. Though important in scams, persuasion is also a useful element in almost any situation where character interaction is of crucial importance. In addition to strictly verbal persuasion, this subsection also considers the application of physical coercion, and reexamines the principals of forgery and bribery in light of the UBP and other characteristics. Indeed, there is a wide range of possibilities open for discussion in the subsection that follows.

The Basic Reaction: All persuasion must start with the basic reaction of an individual to a proposal, situation, or course of action. This is established through the use of a Reaction Level.

Reaction levels can be obtained in one of three basic ways. The first is a strictly random 2d roll. This is of greatest applicability to reactions that are of no special consequence or situations where the individual can't be expected to hold my particular opinion.

The second method is a semi-random one, used when a general opinion on the subject at hand is reasonable to designate, but an exact reaction level must still be determined randomly. The general reaction is selected – either unfavorable or favorable. The exact reaction level is then set as follows: unfavorable reactions are set at level 1d+1; the favorable reaction is set at level 1d+6.

The final alternative is to deliberately select a specific reaction level. This requires a lack of bias on the part of the referee or player doing the selecting (otherwise everything will cluster at extremes, with few shades of opinion in between). This alternative should be used sparingly.

Reaction levels are basically identical to the various reaction results on the Reaction Table in the basic game. However, adverse reactions do not result in attacks; they merely represent opposition to the proposal or situation at hand. Also, reaction levels under this system should be determined with more frequency than the reactions in basic *Traveller*. Reactions to specific situations and ideas are called for here, as opposed to general reactions only used to regulate the overall attitude of a person being encountered.

Using the Reaction Level: When a character's reaction to a particular situation or concept is determined, that level is used to regulate the chance that the individual will respond favorably to the matter at hand. A roll of *less than* the reaction level on 2d is required to gain this favorable response. If the roll is greater than or equal to the reaction level, the response is unfavorable.

The implementation of results varies with the precise situation. For example, if the individual has been approached as a potential investor in a (fraudulent) land development scheme, and has an unfavorable reaction result on the 2d roll (compared to the individual's reaction level towards the proposal), the individual simply refuses to invest. On the other hand, an unfavorable result in a life-and-death situation might be interpreted as panic, treachery, or action without regard to other characters present, depending on the interpretation the referee or player controlling that individual cares to put on it. A wide latitude is still left for the exact nature of reactions, but the use of the reaction level gives the referee guidelines in implementing these aspects of character interaction in a more unprejudiced fashion than is generally possible when reactions and responses are simply made up out of whole cloth.

Changing the Reaction Level: The object of persuasion is to change the reaction level of a given individual, to obtain a desired response. A broad gamut of procedures from the arsenal available to characters seeking to persuade others, any one of which may be tried. The con game is nothing but a combination of such tricks which cause an individual to lose resistance and give in to the character running the scam.

Verbal Persuasion: The simplest form of persuasion is verbal; the character presents arguments designed to win over the other. There is a large number of specific possibilities open. Any given argument will fall into one of these specific categories. The referee should be the final arbiter if there is doubt concerning the nature of an argument.

Basically, all forms of verbal persuasion involve "attacks" directed against various aspects of the subject person's character. A successful attack will shift the reaction level of the subject one point in direction chosen by the character attempting the persuasion. Failure causes a shift in the opposite direction.

Appeals To Reason: A strict argument using logic and a careful presentation of facts is an appeal to reason. In such an "attack," the character making the argument obtains a Persuasion modifier, which is added to a roll of 2d and compared to the Intelligence of the subject. If the result is greater than the intelligence, the argument is successful. There are some skills that can influence this roll, such as Liaison and Administration.

Appeals To Ignorance: This form of argument is an attempt to persuade the subject by claiming or using superior knowledge. The character receives a Persuasion modifier and an Education modifier, plus the roll of 2d. Any one skill that is appropriate to the nature of the argument may also be applied, as the referee desires. The "defense" value is Intelligence + Education + Will. Success requires a score higher than this value.

Appeals To Character: This type of appeal involves the determination of a subject's weakness or motivations, and the use of them to influence the subject. ("She's rich. There'll be a reward bigger than you can imagine..."). The "attacker" must first roll Insight or less to estimate what sort of character traits the subject might have. The level of the character stat is not known, what is known are which traits that will appeal most. The player should designate *which* trait is to be appealed to, especially if the referee is maintaining separate character stats for each trait.

The attack involves a roll of 2d+ a persuasion modifier + bribery skill, compared to the subject's character stat. If the result is higher than the stat, the persuasion has been successful.

Appeals to character are not the same as bribery. In bribery, money changes hand (or are pledged) or some other tangible reward is granted in exchange for the particular action. Even where money is mentioned (and it isn't necessarily the motivation used in this form of persuasion), an appeal to character is strictly an attempt to engage the subject's interest by pointing out that a course of action *could* have certain benefits. No promises are made, and legally there are no grounds for a charge of bribery.

Emotional Appeals: The emotional appeal is an argument that doesn't fit into other categories. The attacker rolls 2d+ a persuasion modifier + a charm modifier; the result is compared with the subject's Will + Character + Gullibility. Skills that may influence the attack include Liaison, Recruiting, and Leader.

General Notes: In a given encounter or other situation, the number of verbal arguments that can be undertaken is limited. Only one argument of each type can be used in a given encounter, so that the maximum movement of a subject's reaction level in any one encounter is +/- 4.

In addition, the first time that a subject's reaction drops *below* the originally held level, the individual's final response, favorable or unfavorable, to the question at hand is determined immediately, without any chance for further argument. The subject can be reopened – at the new level – on some later encounter, or after a period of time set by the

referee.

Physical Persuasion: Physical persuasion is the use of intimidation, threats, or force to obtain a shift in attitude on the part of the subject. There are two variants of physical persuasion, one geared towards basic *Traveller*, the other towards the advanced systems presented in *Mercenary, High Guard, Striker,* and other products geared towards military situations or adventures.

The Basic Version: Morale is calculated as shown on the Morale Chart in the Charts and Tables appendix; the morale value of the subject is combined with the individual's Will and an Endurance modifier. To this value, the "attacker" compares his or her Will, plus a Strength modifier, an Endurance modifier, an Insight modifier, and the sum of skills applicable to the situation (such as Gun Combat, Blade Combat, Brawling, and so forth). If the end result is larger than the subject's defense value, the reaction level is altered by the difference between the two values, but only for as long as the threat continues. If the end result is lower, the character in question remains uncooperative. In either case, the *true* reaction level declines by one.

Advanced Morale: Book 4 contains a formula for computing morale for veterans (repeated in the Charts and Tables appendix); similar morale levels are obtainable for *Striker* troops. When using such characters, the calculation of a defense value is slightly different from that shown above. In this case, the value is Will + and Endurance modifier + a Morale modifier. The remaining steps are exactly as noted for the basic system.

Criminal Persuasion: It is possible to attempt several forms of persuasion that are generally illegal but can be extremely powerful.

Forgery: These procedures may be used to supercede those outlined in the description of forgery skill in the basic rules.

Forged papers or other faked material may be used as a form of deception or persuasion. Actually, forgery is less often used as a direct means of persuasion than it is as a means of supporting some other type of persuasion or deception. Hence, the object of forgery is to obtain an extra modifier to be applied to circumstantial or factual lies, or to appeals to reason, ignorance, or emotion. This modifier represents the impact of having a forged piece of documentary evidence to support the lie or argument.

In these rules, forgery is considered to be a cascade skill with five subsidiary skill types that should be individually designated each time the skill is earned. These cascade skills include Counterfeiting, Documentary Forgery, Electronic Forgery, Computer Forgery, and Handwriting Forgery. The natures of these individual forgery skills are discussed in a separate section on skills of all types.

When forged material of a particular type is to be passed off as genuine, an "attack" value equal to 2d+ a dexterity modifier + an intelligence modifier + the appropriate forgery skill level – all of the individual who executed the forgery, not the individual using the material – is compared to the Intelligence + Gullibility of the subject, which is the "defense" value. Subtract the defense from the attack figure; this is the forgery modifier that can be applied to lies or arguments. (In some cases, it is only necessary to determine the success or failure of the forgery, with no need to actually compute a modifier. These cases will be reasonably clear to the referee as they occur.

Bribery: Unlike forgery, bribery is a direct form of persuasion in itself. Again, the procedures here may supercede those found in the basic rules.

Although we associate bribery with money, it is possible to bribe individuals in other ways as well. A bribe could take the form of a promotion or job offer, a favor, preference for a friend or family member, a cash payment – almost anything that benefits the character being influenced can be considered to be a bribe.

Bribery is similar in nature to an appeal to character, as described previously, except that a bribe can produce a more dramatic change in attitude, and involves concrete offers or payments.

The defense against a bribery attempt is generally the character's will, but if the "attacker" can determine some specific character trait (through an Insight roll) and makes an offer related to that trait directly, the subject's character is used instead.

The individual's "price" must also be determined. This is the domain of the referee, and should be reasonable considering the individual's strength of character, motivation, social position, attitudes, and so forth. The "price" should be kept secret, unless the bribing character can achieve an insight die roll, or the process of haggling over a bribe reveals that price.

The attack value is 2d + a charm modifier + bribery skill. An additional modifier may be applied to represent bribes in excess of the individual's "price," the bribe will have a negative modifier, set by the referee; if the minimum "price" is not met.

If the bribe is successful, the reaction level to be influenced is moved 1d places in favor of the bribing character. Unsuccessful bribes result in a decline of 1 level in the individual's reaction.

Staying Bribed: A character that has been bribed can revert to the original reaction level once the bribe has been taken. This happens on a roll of character or higher. The exact results of such a reversion are left up to the referee to implement in light of the individual's personality, the reaction level, and other aspects of the situation.

Blackmail: A final form of criminal persuasion is blackmail, which seeks to force a change in reaction level

through threats to expose a scandal or weakness in the individual's background. Blackmail can be attempted only where such a scandal exists, or is created by the character through a setup or scam.

When blackmail is used, the "attack" is composed of Insight + a charm modifier + a persuasion modifier; the defense is Will + Character + Gullibility. No other modifiers are applied on either side of the equation. Attack - Defense gives the number of points (positive or negative) the reaction level shifts.

RUNNING PERSUASION

It is possible to conduct an attempt at persuasion over a long period of time. This allows several alterations in reaction levels, gradually softening up the individual for the final response. Running persuasion is the key to most major confidence games, which seek to hook a mark, play the victim as long as possible, and finally play upon the individual's impatience to force an outcome favorable to the con artist.

The basic principle of running persuasion is to spread out the process of shifting reaction levels over several encounters. In general, the discussion of a plan, situation, or proposal ends in some immediate conclusion, a favorable or unfavorable response. However, it is always possible to end a discussion by an exhortation to "think it over before deciding." This postpones the final response roll. It can then be picked up again at a later time and discussed further.

During each interval between discussions, however, other factors may intervene to alter a character's attitudes. Roll 2d; on a result of less than the current reaction level, shift the level by 1d -3, with positive numbers increasing and negative numbers decreasing the reaction level value. If the roll is greater than or equal to the level, the value remains constant. One roll is made every day, even when there is no further contact; time tends to dim an individual's ardor. Over an extended period, frequent contacts with reinforcing arguments are essential to keep interest in a scheme alive.

PLAYERS AND PERSUASION

In a previous section, the possibility of using deceptions on player characters was discussed. It is also possible to use persuasion on a player character, but with the same sort of careful balance that was essential to the deception rules. As a matter of fact, persuasion must be undertaken with even more caution when a player character is the target, for this comes dangerously close to usurpation of the player's rights to direct his or her own character freely. Nonetheless, the persuasion process offers a valid method of making game interaction a full two-way street.

If the persuasion rules are going to apply to characters in a given game campaign, the referee should discuss it with all the players up front. The decision to permit player character persuasion should be unanimous, but once that consent is obtained, the players must pledge themselves to abide by the outcomes of such persuasion attempts.

Should the group agree to adopt these player character persuasion rules, the referee may have NPCs attempt to change the attitudes of player characters in the same way that they may influence the NPCs. Moreover, players should be able to attempt persuasion of other player characters through the same processes. Players set specific initial reaction levels (probably using the semi-random approach); but their characters may be persuaded even if they themselves are disinterested in the arguments being used.

However, it is harder to persuade player characters than it is to persuade random NPCs. If a player opposes a particular course of action, a saving throw against Will may be made to ignore the effects of a particular persuasion attempt. Throws less than or equal to Will permit the persuasion modification to be thrown out. A higher roll fails to negate the modifier.

In addition, characters between two sessions of running persuasion can throw Will or less to reconsider the whole issue and reset the reaction level to the proposal or plan at any desired point. This gives players a vital advantage over NPCs, and helps offset the feeling that characters are being removed from the player's control.

Finally, a player character should *never* be forced to do something that the player is unyieldingly opposed to. The object of these rules is to add to the interest and enjoyment of the game, not to cause dissension or to detract from the player's good time. Results should be changed where a player obviously can't live with them. Those involved are urged to use restraint in attempting to use the persuasion rules – possibly they should only be a last resort, when rational discussion with the players has reached an impasse. And players are strongly encouraged to make an effort to be tolerant. Take the bad with the good, and look to see how a seemingly adverse situation can be turned to advantage, rather than spend the time complaining that a rule or ruling is unfair. (So is life). Above all, remember that *Traveller* is a game in which you are striving to take on a new persona. Maybe *you* wouldn't buy the arguments in question... but does the character necessarily share those views? The rules are set up in such a way that reactions are simulated in accordance with the behavior and character data already determined for the individual. If your character is easily persuaded, that's a facet of the individual which must be dealt with, just as you might deal with a low strength or a poor social standing.

INSIGHT

The attribute known as Insight is one of the most important elements of a character's behavioral arsenal. In addition to the several cases in which it provides a modifier in deception and persuasion attempts, the Insight stat is vital to the character's mental and behavioral attributes, reactions, and other factors.

Insight and Attributes: Mental attributes (Intelligence, Education, and Social level) and behavioral stats (those introduced in this supplement) should always be kept secret, at least when players are learning about NPCs. It is also possible that players may wish to conceal these stats from each other.

On a first encounter, a character has only a limited opportunity to determine anything about the secret stats of an encountered individual. Roll 2d and subtract this number from the character's Insight; the difference is the number of stats that are correctly determined (the referee determines which are revealed). If the number is negative, that is the number of *incorrect* estimates that are made; the player is never sure of the result, and in either case knows only that a set of numbers has been given, though those with high Insight values will be reasonably sure of correct summations.

Superior Insight gives the character a chance to size up an opponent, calculating the approaches most likely to work.

Insight and Personality: When planning to use an appeal to character or a bribery attempt, a roll of Insight or less can be made to determine any one character trait of the subject character.

Insight and Reaction Levels: Reaction levels are, for the most part, secret. Only the referee is certain of the exact level, or of the final outcome of a particular argument or appeal. A player may always know if the subject is reacting in an unfavorable (level 2-5), neutral (6-8), or favorable (9-12) manner, but this could also be a circumstantial lie. But once during any encounter, the character may roll Insight or less to gain an accurate estimate of the individual's current reaction level. This permits the character to judge whether or not to force the issue right away, or attempt additional arguments.

The referee is encouraged to use Insight in any other situation where some kind of estimate of a subject's attitudes, beliefs, or probable responses is desired.

THE PERSONALITY PROFILE FORM

Included in this supplement (in the last appendix) is the Personality Profile Form, which are designed to help the referee (or the players) track the reactions of characters in the game. Though it is especially useful in relation to con games, it is applicable to various routine activities as well. The chart should be photocopied; one form may be assigned to each character of importance in the game. Players may wish to use the form as well, and in fact it has been set up so that it can be used as a character record sheet as well as a form for resolving personality data.

The form is fairly self-explanatory; most of the entries are easily filled out from the known information concerning the character. The blocks under "Lies and Deceptions" consist of two rows of numbers, positive and negative. These numbers are used to chart the accumulated modifiers relating to a series of lies. These can be tracked using pencil marks, or, if preferred, a marker (a coin, die-cut counter, or other indicator) can be moved up and down the tracks to show the current accumulation. The former is messier but more permanent, the later is neater by subject to possible disturbance by careless movements, children, or curious pets.

A series of blocks labeled "Reaction to:" is also included. Each row can be used to chart a current reaction level to a different situation or proposal. Again, the numbers permit the current level to be charted either with a pencil mark or with a marker.

A section for notes is provided to jot down special comments or modifiers as needed.

The back of the sheet is left blank, and may be used by the player or the referee for noting such information as cash, equipment, psionics data, details on service history, or other information that may be of use.

Character Generation

The skills and attributes presented in this supplement may be earned or improved upon in a variety of ways. It is possible for characters in almost any field to pick up some of the techniques of deception, persuasion, and manipulation discussed here. In addition, a new career type – that of the professional con artist – is provided for those characters who truly want to scam and sting for a living.

NEW SKILLS IN OLD CAREERS

It is possible to earn skills and attribute increases in the new areas in this supplement (see the next chapter, *Skills of Deception and Interaction*) while working in the established careers of previous *Traveller* products. This is a matter of introducing a simple cascade effect; certain key skills from previous *Traveller* products can be treated as "cascade skills" that give the player or referee a choice of several other skill types, as desired. These are listed below.

Old Skill	Possible Skill Choices
• +1 Intelligence	+1 Gullibility +1 Persuasion +1 Will +1 Insight +1 Intelligence
• +1 Education	Mimic -1 Disguise -1 +1 Education
• +1 Social Standing	+1 Charm +1 Character +1 Social Standing
• Streetwise	Streetwise -1 Scam -1 +1 Insight
• Bribery	Bribery -1 +1 Insight +1 Persuasion
• Leader	Leader -1 +1 Will +1 Charm
• Liaison	Liaison -1 +1 Persuasion +1 Charm
• Recruiting	Recruiting -1 +1 Persuasion
• Forgery	Computer Forgery -1 Counterfeiting -1 Document Forgery -1 Electronic Forgery -1 Handwriting Forgery -1
• Gambling	Gambling -1 +1 Insight
• Jack-of-all-Trades	Jack-of-Trades -1 Mimic -1 Disguise -1
• Instruction	Instruction -1 +1 Charm
• Interrogation	Interrogation -1 +1 Charm +1 Persuasion +1 Gullibility

These new cascade effects should be permitted only when using the character generation systems found in the basic rules, *Citizens of the Imperium, Mercenary, High Guard, Scouts*, and other separate published systems. The con man career presented in this supplement accounts for the acquisition of skills without the need for these cascade effects, so they should not be used.

CON ARTISTS

A new career, that of the Con Artist, is now available. It should be treated much like the careers in Supplement 4 *Citizens of the Imperium*. It is suggested that the career be made available only for those instances where the referee wishes to run a criminal-oriented campaign, or on a similarly limited basis. Except where the whole thrust of an adventure is obviously intended to support a group of con artists, a typical group of adventurers should contain no more than one or two such characters, if any are present at all.

Initial Character Generation: Characters should be created in accordance with the basic rules, as supplemented in this book. The six stats of the UUP code (Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing) should first be rolled up normally, using a 2d roll for each. Following this, generate the UBP code (Persuasion, Charm, Insight, Gullibility, Character, and Will) with a roll of 2d each, with the addition of 2d points broken up as desired among the six behavioral stats as the player desires. Character traits may also be selected at this time (or may be postponed for selection after the rest of the generation process is completed, since the career and skills earned may suggest certain possible traits as being prevalent.

Once characters are rolled up, they may be named, and the career process may begin. This occurs, not at the usual age of 18, but at age 14 instead, though a second enlistment attempt at age 18 may be made as well.

ACQUIRING SKILLS AND EXPERTISE

A newly generated character may choose to attempt a career as a con artist, if the referee permits it. An enlistment throw is given on the prior-service table. Successfully throwing that number or higher on two dice allows the character to become a con artist. There are two die modifications allowed for low Social Standing and high Insight, characters who fit either of the given qualifications receive the indicated modifier. The modifiers are cumulative if both qualifications are met.

The character may attempt enlistment at age 14. If successful, the career begins. If not, the individual age's 4 years, to age 18, and may attempt enlistment again, as a con man or in any other career desired. If this second throw is failed as well, the character must submit to the draft. Enlistment or draft is not allowed after age 18.

The Draft: Should the second enlistment attempt fail, the character must submit to the draft, as discussed in the basic rules.

Terms of Service: Terms of service are the standard four-year period, as in the basic rules. During each term, the character cycles through the Prior Service Table, checking for Survival Success, and Return. These are discussed below.

Survival: The survival throw is handled as in the basic rules. The optional survival rule, permitting injury and early retirement, is allowed at the referee's discretion.

Success: The criminal career is a chancy one at best. Each term, the relative success or failure of the character as a con artist must be determined. The success throw given on the prior service table must be achieved to earn a success for any given term. The success roll is optional – the player may choose not to attempt it, thereby forgoing the chances offered by success, but avoiding the potential penalties of failure.

If the success throw is achieved, the character earns an extra skill throw for the term, and may make a throw on the Cash Benefits Table. Should the throw be failed, the character makes a throw on the Cash Table and *deducts* that amount (negative balances – debts – are possible) from accumulated earnings. In addition, the character may be sent to prison (see below).

The con artist career offers no possibility of commissions/position or promotion.

Prison: A character who fails a success roll must roll for: "enlistment" in the prison "service" – representing the fact that the individual has been sentenced to a prison term. Throwing 1d -1 sets the official prison term; this is the number of terms of the sentence. A 0 indicates a sentence shorter than a full term, taking up the remainder of the term of failure, but allowing the character to continue the original career (if the return throw is made) uninterrupted.

If sent to prison, a character rolls each term for survival and return, though not success. Skills are earned from the prison column of the Acquired Skills table. Return represents the chance of parole; if the indicated throw is made, the character remains in prison, unless this is the last term of the sentence (but a roll of 12 causes retention in any case, the result of bad conduct extending a sentence). If the throw is less than the return number, the character is released from prison, and may then choose to begin adventuring or roll for return to the con artist career, as desired.

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Allowances are made for the acquisition of new skills based on the career and success or failure in that career.

Skills are acquired by rolling on the acquired skills table once for each skill allowed, using one die. There are four tables, each containing different general types of skills. One of the tables is chosen before the die is rolled, and the single die roll determines the specific skill acquired.

Of the four acquired skill tables, a character may always use the first three. The fourth is available only to characters that have earned a success in the term.

Two skills are earned during the initial term of service as a con artist. During each subsequent term of service, the individual is eligible for one skill roll. For each success earned, an extra skill roll (which can be on the Success Skills Table, but this is not required) is earned.

Some skills, as shown on the Automatic Skills table, are earned by virtue of service. At the point where the character achieves the indicated position or service, the skill is earned. These skills may be received more than once, according to the occurrence of the proper conditions.

Characters in prison must roll their skills from the prison skill column of the Acquired Skills tables.

Return: Generally, a character is free to leave the career or to remain for another term, depending on the individual's goals and desires. As always, there are some considerations that are outside the character's career, and these may have an impact on the course of the career process. At the end of each term, a character must throw the given return number or higher in order to remain in the service. No DMs are allowed. If the throw is not successful, the person must cease the career process and begin adventuring. If the throw is 12, exactly, the character may not leave even if he or she does not wish to continue. The throw is made during each term of service.

Prison is handled slightly differently, as discussed in the section on prison sentences. Characters must remain in prison for the number of terms indicated by the original sentence unless the return throw is *not* achieved. This represents an early parole. On a throw of 12, exactly, on the last term of the sentence, the term is extended for four more years.

Characters who are imprisoned must, upon release, roll for return to the con artist career to resume their interrupted career, under the same conditions as are usual with that career.

Retirement: There is no retirement pay or benefits for the con artist career. Characters should still not be permitted to serve beyond the eighth term of service (remember, con artists may start at age 14, and so get a "free" term prior to age 18), or age 46, whichever comes first. The exceptions are cases where mandatory reenlistment extends service.

MUSTERING OUT

The mustering out process for con artists is much as discussed in the basic rules, but with one major exception. Mustering out rolls are *never* made on the cash benefits table. Cash is only earned as a result of earning successes during the course of the career. All mustering out die rolls are conducted on the material benefits table.

One benefit roll is allowed for each full term served as a con artist (not in prison). No other rolls are granted for any other conditions. Characters with Forgery skill may receive a DM +1 on the benefits table; characters with Disguise skill may take a DM -1 on the table. These modifiers are optional.

Cash: The cash table is consulted each time the character earns a success in the course of the career process. There is no limit to the number of successes, and hence the number of cash rolls, gained, though only one success is possible per term. Characters with Gambling skill or Forgery/Counterfeiting skill can earn a DM +1 on the table.

AGING

Aging is conducted in accordance with the basic rules.

NON-PLAYER CHARACTERS

The referee may create con artists to act as NPCs, using these procedures and the ordinary guidelines for NPCs in *Traveller*.

It should be remembered that all characters, regardless of career or control, should have UBP and character traits generated if scams or deceptions are to be a part of the adventure or campaign.

SKILLS

New skills for this module are explained in detail in the next chapter. This section sums up a few special considerations.

Default Skills: Default skills may be handled as discussed in the basic rules.

Maximum Skills: As a general rule of thumb, skills and skill levels (not counting level-0 default skills) should still be limited in number to the sum of Intelligence and Education, as in basic *Traveller*.

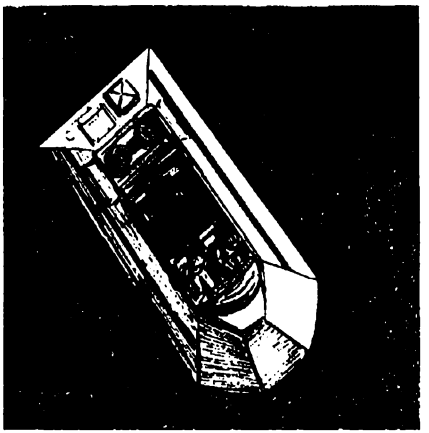
Cascade Skills: Certain skills granted in the tables are "cascade skills," requiring the character to select a specific skill out of several possibilities. These are presented both on the skill tables and below, for the sake of clarity. The overall cascade categories are not discussed in the chapter on skills, only the specific *new* skills not found in the basic rules.

The specific cascade skill groups are as follows:

- ***+1 Behavior:*** The character can receive any of the following behavior characteristic alterations: +1 Persuasion, +1 Charm, +1 Insight, +1 Gullibility, +1 Character, +1 Will. No characteristic can be raised above 15.
- ***Forgery:*** The character must choose between any of the following skills: Computer Forgery, Counterfeiting, Document Forgery, Handwriting Forgery, or Electronic Forgery. These specific skills are explained in the next chapter.
- ***Blade Combat:*** The character must choose between Dagger and Blade skills. These are discussed in the basic rules. The referee may, under special conditions, permit other blades or polearms to be chosen, but these are most common.
- ***Gun Combat:*** The character must choose between Body Pistol, Auto Pistol, Revolver, Rifle, and Shotgun skills. These are discussed in the basic rules. Other guns may be

chosen only as specifically permitted by the referee; these are the most likely weapons for a typical character of this type.

- ***Vehicle:*** The character must immediately select a vehicle type from among the choices of Aircraft*, Grav Vehicle, Tracked Vehicle, Wheeled Vehicle, or Watercraft*. The two asterisked types, aircraft and watercraft call for further selection.



- ***Aircraft:*** The characters must immediately select from a choice of Prop-driven fixed wing, Jet-driven fixed wing, or Helicopter aircraft types.
- ***Watercraft:*** The character must immediately select from a choice of Large Watercraft, Small Watercraft, Hovercraft, or Submersible.
- ***Criminal:*** The character must immediately select one of the following skill types: Forgery*, Streetwise, or Scam. *Forgery calls for a further selection, as denoted elsewhere. Streetwise is explained in the basic rules; the other skills are discussed in the section on new skills in this supplement. If the referee is using the other "Rogues In Space" supplement, additional criminal skills may become available, such as Lockpick, Safecracking, and so forth. Any such criminal skill may be made available as the referee permits.
- ***Impersonation:*** The character must immediately choose between Disguise, Mimic, +1 Charm, and +1 Persuasion.

MUSTERING OUT BENEFITS

Many of the possible mustering out benefits are identical to those presented in the basic rules. Several new benefits are, however, also available. These include forgery equipment, disguise kits, forged identity papers, and weapons.

Weapons: The result "weapon" permits the selection of a gun or blade; these should be one of the types discussed as possible cascade skill results (dagger, blade, body pistol, auto pistol, revolver, shotgun, or rifle) unless the referee permits otherwise. Duplicate results may be taken as other physical examples of a weapon, or as skill in a weapon already awarded.

Papers: This benefit result represents the possession of complete identification (both documents and electronic IDs) in a false identity. The skill level of the forgeries is level-4 (in both areas), unless the player has a higher skill level in either documentary or electronic forgery. Additional results grant additional sets of papers, each with a different identity suited to the same character

Disguise Kit: The character receives a disguise kit, as discussed in basic *Traveller* and the equipment section of this supplement. Additional results may be taken as disguise skill instead.

Forgery Equipment: One of four benefits may be received, as the referee desires. Additional results may be taken as an alternate type of equipment, or as forgery skill in the area relating to equipment already received. The specific benefits are:

- ***Electronic Forgery Gear:*** A complete system for analyzing and duplicating electronic passes or other electronic ID. The gear is described in detail in the equipment section of this supplement.
- ***Plates:*** A set of plates for duplicating a specific currency or scrip used by a planetary government or a corporation (Imperial currency is almost impossible to counterfeit, and it is highly unlikely that equipment will be available to most characters to permit it to be attempted). Forgery level is Counterfeit-4. The plates still require the acquisition of appropriate paper and a printing press, as discussed in the chapter on equipment.
- ***Paper:*** A quantity (20 kg) of paper, either document samples or currency-grade paper. Document samples permit characters with requisite skill to undertake the forgery of official documents; currency paper is needed to forge currency or scrip.
- ***Document Forgery Gear:*** Equipment for duplicating seals, specially encoded symbols, fingerprints, photographs, holographs, and other elements of official documents. The gear is detailed in the equipment section.

Deception and Interaction

A number of new skills are introduced in this supplement. Some have been introduced in other *Traveller* products, such as *Mercenary, High Guard,* or Special Supplement 1, *Merchant Prince*. Others are completely new skills. Finally, the nature of character interaction rules introduced in this supplement requires some changes in the *way* skills are used in relation to these rules.

In this chapter, each group of skills is dealt with. The first section, Old Skills, details those skills that have been introduced in previous products, for those referees or players who do not have the product already. The skill description as originally provided in that product is given; in addition, new applications making use of these rules are introduced in *italics*. These may supplement the original interpretation or replace it, as indicated for the specific skill. Finally, each skill's original source is indicated for the sake of clarity and continuity.

The second section deals with brand new skills, including the various sub-skills contained in the newly designated cascade skill of Forgery.

OLD SKILLS

Bribery: (Introduced in the basic rules). The individual has experience in bribing officials in order to circumvent regulations or ignore cumbersome laws. Bribery skill does not guarantee success, but does minimize bad effects if the offer is rebuffed.

Petty Officials can generally be bribed to ignore regulations or poor documentation, requiring a throw of law level of the world in question or less (plus a cash offer) to do as asked. If the first offer is refused, a second roll may be made with the cash offer doubled. The character offering the bribe should first roll on the Reaction Table (see Encounters, in the basic rules) and should not offer to a negatively reacting official. Apply these DMs: no expertise, +5; per level of expertise, -1; if the official reacts as a strong friend on the Reaction Table (a roll of 12), -2.

Referee: Insure that both the cash offered and the act solicited are reasonable; if not, implement appropriate DMs. Note that the roll for accepting a bribe varies inversely with the law level of a world; the more stringent the laws, the greater the corruption. If a bribe is not accepted, roll 3- for the offer to be reported to higher authorities.

In this supplement, bribery of petty government officials can continue to make use of the same system. However, new rules on bribery extend the applicability of bribery to a variety of new areas. See the rules for Criminal Persuasion elsewhere in the supplement.

Broker: (Introduced in Special Supplement 1, *Merchant Prince*, and in book 6, *Scouts*). The individual is skilled in commercial purchase and resale of goods.

Broker skill permits a character to act as a broker, as provided in the trade and commerce rules. This skill may be applied as a DM on the actual value table.

In this supplement, the original function continues as before. However, the referee may choose to institute the alternative process of haggling over the price of goods and services. The base value of goods and services is established initially, goods through standard value assessments, services by the referee, based on reasonable salaries.

The individual selling the product establishes a price, by using the Actual Value Table. This is the asking price of the commodity in question. The buyer can attempt to reduce this price, or can accept it and pay it. If seeking to reduce the price, establish the seller' Reaction Level to the price reduction. The potential buyer may then attempt to seek a favorable response, possibly using the persuasion process.

Each favorable response reduces the asking price by one level on the table. Each time this happens, a new reaction level is determined for the next price reduction – with a DM -1 per reduction already obtained – on the reaction level roll. Broker skill is a favorable modifier to all forms of verbal persuasion, and the seller's broker skill is added to the individuals "defense value," as well. The first unfavorable response obtained in the reaction process sets the lowest possible price the seller will settle for. The buyer must pay the price or not make the purchase.

The converse is also true. A character offering goods for sale can allow a potential buyer to make an initial offer, and can then attempt to raise the price through a series of increases regulated by the response and reaction process. Broker skill on each side again furnishes modifiers to the "attack" and the "defense." The first unfavorable response indicates that the buyer has made the highest possible offer, and the seller must decide if it is acceptable or take his or her goods or services elsewhere.

Finally, if the referee desires, both sides can haggle. The seller's asking price and the buyer's offer are modified in a series of exchanges. If one side stalls, the haggling may continue to see if the other comes to terms. If both sides stall, or if the two prices match, the process ends and a decision to buy or sell is made.

Note that no differentiation of player characters or NPCs is made here. Either the buyer or the seller, or both, can be player characters. The haggling process can be used in any case where negotiation over a price or payment seems reasonable. For the most part, haggling does not take place when amounts of less than Cr 5000 are at stake, but the referee may permit specific exceptions as desired.

Broker skill modifies character interaction only in sales situations. Haggling is never necessary; standard commerce rules may always be used if the referee or the players don't want to go through the full haggling process.

Carousing: (Introduced in Book 5, *High Guard*, and Book 6, *Scouts*). The individual is a gregarious and sociable

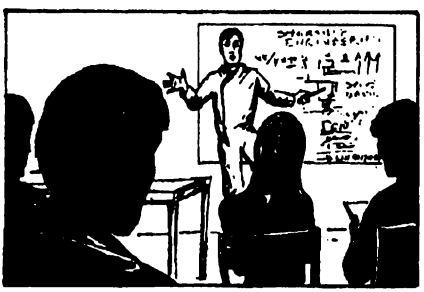
person, well adapted to meeting and mingling with strangers in unfamiliar surroundings.

Characters with the social skill of carousing enjoy meeting and dealing with other people. Any level of skill allows a DM of +1 on the roll for a patron encounter; half of any carousing skill level (round fractions upward) serves as a DM on the reaction table when used initially by the patron. Carousing is also usable when meeting individuals as potential hirelings.

In this supplement, retain the favorable DM for patron encounter possibilities; the same DM should also be used as a chance for picking up rumors, too. In social situations (only), a character's carousing skill should influence all reaction level rolls made to establish initial reception of ideas or proposals. As in the basic notes above, half (rounded up) of the skill level is a favorable DM to rolls determining initial reaction levels. However, this should strictly apply in appropriate social settings – at parties, in bars or clubs, and so forth.

Instruction: (Introduced in Book 4, *Mercenary*, and Book 5, *High Guard*). The individual has training in instructing students in a clear and lucid manner and providing motivation for learning.

Players with Instructional expertise are capable of training recruits to carry out basic military functions, if they themselves have such training. A character must have at least Instruction-1 to conduct any training at all. The more involved effects of training larger bodies of men and the effects of differing levels of Instructional expertise are covered in the recruiting section of Book 4, *Mercenary*.



In addition to general training functions, characters with instructional expertise may impart knowledge of certain well-understood skills to other player characters. Characters may impart skills to other characters up to a level of one less than their own skill level in the skill being taught. Thus, a character with Instruction-4, Recon-5, and Demolitions-2 could teach another character Recon-3 and Demolitions-1.

Each level of each skill taught requires six weeks of instruction during which the referee should severely curtail the activities of both the instructor and the student, or a six-month course with other activities somewhat less curtailed. At the conclusion of the course, the learning character must roll 9+ on two dice to achieve the skill, with a DM of +1 for Intel 8+ and +2 for Intel 10+.

Characters cannot teach the instructional skill to other characters. Since the greatest asset an individual has is his or her pool of skills, the referee should exercise great caution in allowing player characters to hire NPCs as instructors.

In this supplement, the various particulars outlined above remain in force. However, certain behavioral attributes should also influence the instruction process. When rolling to see if a skill is learned, the student character receives a DM +1 for Will 9+, and the instructor grants as additional DM +1 to each student for Insight 10+. If instructor Insight is 5-, a DM –2 is applied to the students rolls.

Interrogation: (Introduced in Book 4, *Mercenary*, and Book 5, *High Guard*). The individual is practiced in the psychological arts of interrogation as a tool of intelligence gathering.

The individual will be able to extract more information from a subject than would normally be possible. Generally, this does not involve a direct psychological or physical assault on the individual, but instead results from the ability of the interrogator to derive informational pieces of a puzzle by attitude, word usage, body language, and seemingly meaningless pieces of information. The interrogator has a high ability to detect lying and to piece together hints from a high number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological or physical assault) the higher his or her expertise. Unlike most skills, pairs of interrogators may add their skill levels to achieve better results.

Referee: Determine what general level of information an interrogator will derive from a series of interrogations, and present it to him or her as the correct conclusion, since conclusion – drawing on the basis of partial information is integral to the training. Take the above effects of interrogation skill into account. Additionally, generate die rolls for the likelihood of faulty conclusions or inability to detect incorrect information and roll for these events, applying DMs for the interrogator's expertise, the use of drugs, and the use of electronic lie detection equipment.

In the case of individual interrogations, assume a throw of the subjects Endurance or Intelligence (whichever is higher) or better for the subject to break, allowing a DM of + interrogation skill. The referee may also add a throw for subject unconsciousness, or attempted escape.

In this supplement, the rules for using Interrogation skill to determine the results of piecing together information from a series of interrogations should continue unchanged. For individual Interrogations, however, the referee may wish to adopt a more detailed approach based on the interaction rules in this supplement. There are four types of interrogations that may be undertaken, each using a different technique of character interaction. The interrogator can determine which will be the most effective – i.e. which has the lowest "defense value" for a given subject – by rolling Insight or less, DM – Interrogation skill. These four approaches are spelled out in detail below, along with the specifics of interrogation and its relationship to ordinary lying.

Interrogation and Lying: A character with Interrogation skill can more readily detect lies. First, multiply Interrogation skill times 2 and apply this as a +DM to a

character's "defense" against a lie. In addition, each character with interrogation may make a saving throw of Insight or less, DM – Interrogation skill, to detect a lie that has been told.

Debriefing: The most basic form of Interrogation is debriefing, which is generally the interrogation of friends or comrades to discover details of their observations or experiences. A debriefing requires that the subject have a favorable response to the concept of being debriefed. If so, the interrogator rolls 2d + an Insight modifier + a Charm modifier + a Persuasion modifier + Interrogation and Liaison skill levels. The subject adds Intelligence + Education + Gullibility + Will, and subtracts his or her Reaction Level to the debriefing.

If the subject is willing to disclose everything required by the Interrogator, there is no need to compare values; the success of the debriefing is automatic. But if the subject wishes to suppress information, the interaction is determined. The information comes out if the "attack" is higher, but remains hidden otherwise.

Questioning: The second form of Interrogation is the most common, relying upon simple questioning to draw out information from a potentially hostile subject. With questioning, the attacker rolls 2d + an Intelligence modifier, a Persuasion modifier, an Insight modifier, and Interrogation skill. The defender takes the sum of Will + Intelligence + Gullibility + Character as a defense. A higher attack value causes a character to "break."

Psychological Interrogation: Psychological Interrogation relies on exploiting weaknesses of the subject's mind to force the individual to break. The attacker rolls 2d + an Intelligence modifier, a Charm modifier, an Insight modifier, and Interrogation skill. The defender uses the sum of Will + Intelligence + Character. As before, a higher attack value causes the subject to "break."

Physical Interrogation: Physical Interrogation is the use of direct force – usually torture – to extract information. The attacker uses 2d + an Intelligence modifier + an Insight modifier + Interrogation skill and Medical skill, the defender takes Will + Endurance + Character. A higher attack value forces the victim to break.

Breaking and Resisting: A character that breaks is permitted one saving throw of Will or less; if successful, the throw allows the individual to tell a lie. If it is not believed, a second break causes a second saving throw with a DM + Interrogator's skill; a third break doubles Interrogator's skill, and so forth. Any time the Will throw fails, the subject tells the truth. All throws are, of course, kept secret.

A character that successfully resists can choose to tell nothing, or to attempt a lie, as desired.

Liaison: (Introduced in Book 4, *Mercenary*, Book 5, *High Guard*, and Book 6, *Scouts*). The individual is trained in the art of dealing with others, this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate his or her own prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation may be achieved, and substantial progress in material projects made. Liaison is primarily used as a positive DM on the reaction table.

Referee: Liaison skill is similar to both Streetwise and Admin skills. Streetwise tends to deal with unsavory aspects of society, while Admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to contact with alien cultures. Liaison may be used as the equivalent of the next lower level of either Streetwise or Admin where necessary; thus, Liaison-2 is the equivalent of Streetwise-1.

In this supplement, Liaison is not used with the Reaction Table directly, but should always be used as a favorable modifier to all attempts at verbal Persuasion.

Recruiting: (Introduced in Book 4, *Mercenary*, and Book 5, *High Guard*). The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment, couched in terms most likely to produce acceptance.

Characters with recruiting expertise will affect both the quality and quantity of recruits responding to a request for applications. The specific effects are presented in the recruiting section of the rules in Book 4, *Mercenary*.

Characters with recruiting skills will also have a higher chance of obtaining non-player character hirelings for specific tasks, with Recruiting-1 having approximately the same effect on hiring as Leadership-4 as explained in the basic rules set. As a general delineation, characters with Leadership-4 will tend to indiscriminately attract all within the range of their personality, while those with Recruiting skills would receive favorable DM's on seeking specific hirelings suited to specific tasks.

In this supplement, Recruiting skill should influence the basic response of any individual to an offer of employment; halve the level of skill (round fractions up) and apply this to the initial reaction level die roll to the offer. Also, Recruiting skill should always be used as a +DM when determining the "attack value" in Persuasion attempts.

Trader: (Introduced in Special Supplement 1, *Merchant Prince*). The individual has an awareness of the techniques and practice of commerce of all kinds.

A character may use Trader skill to estimate resale value of items in the trade and commerce rules. For every two levels of Trader skill the character has, one of the dice for the resale value table can be rolled in advance. Trader-4 can thus be used to predict the exact resale value of any item bought for speculative trade. Since conditions may change after such a

prediction is made, however, 8+ must be rolled when making the resale for the original estimate to hold up. If it does not, recalculate the value. Trader skill is applied directly to the roll.

Trader skill is also used as a favorable DM on the reaction table in situations where selling, buying, or other haggling is being undertaken.

In this supplement, haggling is resolved as noted in the description of Broker skill, above. Trader skill is applied in the same way as Broker skill in such situations.

Referee's Notes: Some of the skills described above do not actually appear in character generation rules in this supplement. They are included for the sake of completeness, so that these character interaction rules may be extended to as many situations as possible.

NEW SKILLS

The following skills are completely new and unique to this supplement.

Disguise: The individual is skilled in the techniques of altering his or her appearance through the use of makeup, masks, applications, and various special props.

The use of Disguise skill in various forms of impersonations is noted in the chapter on game mechanics. The use of Disguise skill depends strictly upon the use of the rules in this supplement on character interaction.

Forgery: Forgery skill was originally introduced in the basic rules, but is substantially altered in effects, and subdivided into five separate cascade skills, for purposes of this supplement. The one given below should supercede the skill definition given in the basic rules.

The individual has a skill at faking documents or other mediums with a view to deceiving officials, banks, patrons, or other persons.

Forgery skill is subdivided into five seperate cascade skills; the character must choose between these skills when forgery is received.

Computer Forgery: This skill permits the individual to duplicate computer programs, records, messages, or transmissions in a convincing fashion. The level of the forgery is limited to the highest level of *either* computer *or* Computer Forgery skill.

Counterfeiting: This skill permits the individual to produce faked currency. Various forms of currency differ in the difficulty of forgery; Imperial currency is almost impossible to counterfeit, while some local government forms are extremely simple to duplicate. A DM representing the difficulty of the forgery (ranging up to DM-20 for Imperial currency) is applied to the "attack value" of the forgery, as discussed in the rules on physical persuasion.

Counterfeiting depends on access to proper equipment and supplies to be attempted. The absence of such will produce a correspondingly large DM against the attack value.

Documentary Forgery: This skill permits the forgery of actual, physical documents – forms, tickets, orders, records, identification papers, and many other examples of official documentation. This requires access to examples of the document in question, plus equipment – often improvised – to produce the forgery in question.

Electronic Forgery: This skill permits the forgery of coded passes and other items which use electronic scanners for verification. Forgery of such items requires access to complex equipment for the analysis and duplication of the codes contained on the card, document, or other medium being used.

Handwriting Forgery: Handwriting forgery is the ability to duplicate samples of handwriting effectively. This permits the forgery of signatures, letters, and other such bits of written identification.

Using Forgery Skills: The use of forgery is summed up in the rules on Criminal Persuasion in a previous chapter. Obviously, the referee will be called upon to determine the type of forgery to be required for any given situation. It is possible that more than one type of forgery may be required for any particular set of circumstances. For instance, an official form might need documentary *and* handwriting forgery to be passable, an ID card could require documentary and electronic forgery to trip a scanning system properly. The lowest applicable skill level from among several such skills should be applied.

See also the chapter subsection on Forgery Equipment elsewhere in this supplement.

Mimic: The character is skilled in the imitation of voices, and can carry off effective vocal impersonations.

The use of mimic skill in various forms of impersonations is noted in the chapter on game mechanics. Mimic skill must generally be tied to these types of impersonations with little applicability outside of the rules in this supplement.

Scam: The individual is experienced in the creation and presentation of false stories designed to support any of a variety of confidence games.

The scam "skill" is actually a reflection of the individual's background in stings and con games of all kinds. The skill represents the accumulation of experience, a "storehouse" of successful schemes, and a greater degree of insight into the likely motivations of potential marks.

An entire chapter included in this supplement, "Con Artists and Confidence Games," discusses in detail the creation and resolution of scams, and the use of scam skills in determining the success or failure of a particular sting.

Equipment

The con artist rarely needs special gear; one of the keys to the personality of the successful confidence trickster is the desire to use wits and skill to obtain an end, rather than relying excessively on equipment.

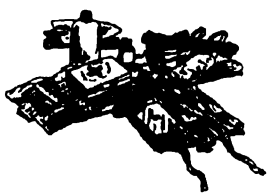
Still, some items of equipment can be useful, scams and stings may require a variety of gear drawn from other sources to act as props for a given deception, or to be used to achieve some particular end. A few brand new items, presented in the sections that follow, may also be of value.

EQUIPMENT FOR DISGUISES

The rules on disguise present the various forms and techniques of disguise. However, most forms of disguise do require access to some means of altering one's appearance. While a true con artist can do wonders with a burnt match and a little inspiration, a professional disguise generally calls for some form of makeup work – which in turn requires the supplies necessary for this work.

Makeup Kit (4) Cr 50. A comprehensive makeup kit is an assortment of makeup useful for the alteration of skin tones and similar very basic elements of appearance. Individuals with Disguise skill make the best use of the kit, unskilled characters using the kit suffer a DM-5 on success rolls when the disguise comes under scrutiny. Any level of skill offsets this penalty.

The makeup kit is useful for "Image" disguise, and can be used for a basic disguise as well, with an additional DM-3. It can be used for full-scale impersonation only when the individual to be impersonated is virtually identical to the impersonator in all major aspects of appearance already.



The kit weighs 1kg.

Disguise Kit (7) Cr 1,000. The disguise kit allows a significant change of personal appearance on a temporary basis. It includes makeup, a variety of hair dyes and wigs for various colors, colored contact lenses to alter eye color, small inserts that can be used to expand cheeks or nostrils or alter the appearance of ears, and similar items. A DM-8 is applied for a lack of skill in disguise; this is offset by Disguise skill.

The disguise kit is excellent for either "Image" or "Disguise" situations; it can be used with a DM-5 for full-scale impersonations where the individuals share many aspects of build and general appearance, being more effective if the two individuals are more closely alike.

The kit weighs 5kg.

Impersonation Kit (8) Cr 5,000. The ultimate in temporary, personal disguise kits, the Impersonation kit allows major changes of appearance. The primary basis for the kit comes in a set of mixes that can be used to sculpt masks of pseudoflesh, which can duplicate features in great detail. These masks require several hours to sculpt, and are possible to create only when there is a mold, such as the face of the individual being duplicated or extremely detailed (computer generated) measurements and multiple-angle views on which to base the work. The pseudo-flesh masks can also be shaped to duplicate hands or other body parts, as required.

The Impersonation kit also contains the same material as the disguise kit, to elaborate upon the changes possible to the individual being disguised. It should be noted that a DM-6 is applied to use of the kit by unskilled individuals, DM-4 to Disguise-1, DM-2 to Disguise-2, and DM-0 to Disguise-3+. The kit allows any type of disguise or impersonation, but characters staging an impersonation must still share a basic similarity in build (although it is possible to simulate added weight through extra props at a negligible extra cost).

The Impersonation kit weighs 8kg.

Basic Plastic Surgery (7) Cr 6,000. Alterations in facial structure are possible through plastic surgery. This establishes the character with a permanent alteration of features, with success in the work requiring a roll of Dexterity or less, DM- medical skill, by an attending surgeon (minimum skill-3). If successful, the character is treated for purposes of the impersonation as having a disguise skill 3 higher than that actually held. Mimic skill will still be required.

Basic plastic surgery requires a few hours to complete, but a month's recovery time is required so that the scars of the surgery (fine though they are) can heal.

Complete Plastic Surgery (12) Cr 25,000. Complete plastic surgery is a total makeover of an individual. Not only facial features are changed. Very slight alterations in bone structure can significantly change many aspects of stance and bearing; surgery on the vocal cords alters the tone and quality of the voice, and it is possible to alter the individual's fingerprints. The series of operations normally takes a total of one month (with rests in between); this time may be halved, but only if saving throws less the strength, endurance, and will are made by the character. A minimum of two months of recovery time is also required.

Complete plastic surgery can smooth many minor differences in build to permit an impersonation, or it can be used to radically alter the appearance of a character that needs to change identities. It is not a service that is generally available at a typical medical facility (though a character could, over the course of a year or so, get each of the operations individually if several different hospitals were used). More often it is an illicit process, available from doctors who sell their services on a sort of medical "black market." Streetwise skill and the referee's will dictate the chances of obtaining such surgery.

FORGERY EQUIPMENT

Actually, there is a wide variety of equipment available that is used in forgery, but most of it is common and rather ordinary. In general, the key to good forgeries is in the supplies – paper of the proper quality, for example – rather than in equipment. Still, a few specialized set-ups may be useful to the professional forger.

Card Printer (6) Cr 50. The card printer is a common weapon in the con artists' arsenal of tricks of the trade. This is a simple hand-operated printing press that manufactures business cards and other ID to order. The printer is usable only with the simplest types of card – very few official IDs, credit cards, debit cards, or other important documents can be duplicated with this device. Anyone, regardless of skill, can use the card printer.

The printer takes several minutes to set up and use. It weighs 1kg.

Calligraphy Set (5) Cr 25. A set of pens and inks sold commercially for artists and hobbyists. Individuals seeking to practice handwriting forgery can also use the calligraphy set. Using the kit, a skilled character can earn an extra +1 to his or her skill while attempting to duplicate signatures or other handwriting. The set is highly portable, weighing only 250 grams.

Document Forgery Gear (7) C r5,000. Not available commercially, an assortment of gear may be assembled for about the indicated price (some of the gear obtainable only through black market connections). This equipment permits the duplication of a variety of official documents, and contains items which can remove or duplicate seals, create various types of hole punches, insert photographs or holographs, create letterheads in a variety of styles and sizes, and so forth. The gear takes up a large amount of space (since it includes files of various sorts); treat it as weighing 200kg. For the most part, Documentary Forgery skill is required to operate this equipment effectively.

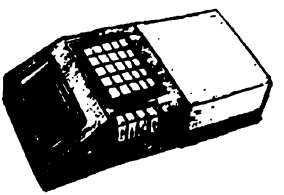
Electronic Forgery Gear (8) Cr 50,000. A complete workbench for the analysis and duplication of electronically keyed passes and similar items, electronic forgery gear is massive and complex. The equipment masses 500kg, and requires both electronic forgery and computer skill to operate (not necessarily from the same character).

Printing Press (6) Cr 20,000. A semi-automated printing press of this type can be used for the reproduction of stationary, or for counterfeiting. Either documentary forgery skill or counterfeiting skill grants sufficient knowledge to operate it effectively, commercial document duplication generally costs Cr5 per page side per 100 copies, but it may obviously be impractical to attempt duplication of forgeries through a commercial outlet. The printing press weighs 100kg.

LISTENING DEVICES

Electronic listening devices can be of considerable value to the con artist as a means of gathering information on a mark or monitoring the success of a con. Assuming they are planted successfully, these devices permit several special additions to the standard procedures of persuasion and Insight.

When bugs are in use, roll 8+ each day to pick up useful information, with a DM+1 per extra bug planted in various useful locations (home, vehicle, office, etc.). If the listening device can be planted on the person of the target individual, the total DM is +5, automatically. This assumes that it is possible to monitor the devices with reasonable consistency. Each bug requires either constant supervision or a tape recorder hooked into the system to be of any use. In addition, it takes the same amount of time to go over the tapes as it took to actually make them, requiring additional manpower for any sort of quick analysis (the time required can be considerably reduced if the analysis is computer assisted).



If useful information is picked up, the referee determines the nature of this information. Some possibilities would include actual plans or intentions of the subject, but could also permit an extra reaction insight die roll once each day, or an extra die roll for character insight, or could reveal information which could increase the listener's persuasion rating by 1d points (with the subject, only), by giving details of the individual's likes, dislikes, and interests.

The referee should regulate other uses of listening devices. They can be especially useful for blackmail, surveillance, and many other purposes. Bugs are available in various configurations, increasing in quality and decreasing in size by tech level.

Listening Device (6) Cr 500. Capable of ranges of up to 50 meters. Weighs 100 grams.

Listening Device (8) Cr 250. Capable of ranges of up to 150 meters. Weighs 50 grams.

Listening Device (10) Cr 250. Capable of ranges of up to 500 meters. Weighs 50 grams.

Listening Device (15) Cr 250. Capable of ranges of

up to 1 kilometer. Weighs 25 grams.

Voice Recorder (6) Cr 100. Records voice on small tape cassette for later playback or transcription. At tech levels 6-12, cassettes have 1-hour capacity. At tech level 13, recordings are made on holographic crystals of ten hours capacity. Tapes or crystals cost Cr1. Voice recorder weighs 500 grams.

Receiver (6) Cr 500. A receiver is required to receive input from listening devices; one receiver can track 10 bugs at a time. Receiver weighs the same as a short-range communicator of equivalent tech levels.

SECTION II: ADVENTURES

Referee's Notes and Guidelines

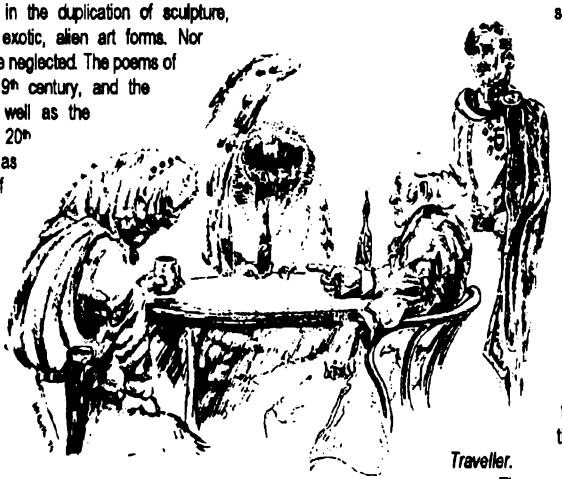
As was pointed out early in this supplement, the systems introduced herein to deal with character interaction and deception of various types can be extended effectively to deal with many other areas. Though this supplement has set out to introduce the elements needed for confidence games and con artistry, its applications extend far beyond this basic topic.

SPECIAL ADDITIONS

A few exceptional additions to the rules in this supplement can be introduced on a purely optional basis, at the discretion of the referee.

Skills: An additional version of forgery skill, *art forgery*, can be introduced if the referee wishes; it should be far less common than other types. Art forgery should be further narrowed to the type of art that is to be forged. Paintings are not the only forms of art that can be forged, and referees may consider allowing skill in the duplication of sculpture, music, or even more exotic, alien art forms. Nor should literary forgery be neglected. The poems of Ossian from Earth's 19th century, and the Hughes biography as well as the Hitler diaries of the 20th century all started as excellent examples of what a bold forger with the requisite skills can set out to do. The skill can be treated as any normal forgery skill.

The introduction of other new skills is also possible, of course, at the discretion of the referee.



Traveller.

Character Generation: If the referee so desires, it is possible to introduce other character generation systems that might be of use in conjunction with this supplement. An example might be an "Actor" career, which would permit considerable gains in disguise, mimic, and similar skills, plus increases in charm and persuasion stats.

The introduction of new character generation systems should be done with care and caution. Interested referees should see GDW Supplement 12, *Forms and Charts*, and issue #15 of the *Journal of the Travellers' Aid Society*, which both contain forms and information for the creation of new character generation systems for *Traveller*.

Systems: Systems for a number of major areas of interaction are presented here. This supplement has given such areas as Deceptions, Disguises, Verbal and Physical Persuasion, Forgery, Bribery, Blackmail, Interrogation, and Haggling. More importantly, however, is the fact that these systems can be adapted to handle *other* areas of interest. The referee may introduce such additional systems as may seem worthwhile, such as Seduction, or a set of procedures to delineate the effects of entertainment by character on an audience – useful for some types of disguises, or as a way of making a living in Startown bars or lounges.

The stats and skills in this supplement will, for the most part, be sufficient for these purposes, but the referee should feel free to introduce new ones that are essential to the development of a specific system.

OTHER MATERIAL

Six additional chapters are included in this section, each containing additional material of use to the referee or players. This material is to be found in either the Adventures section or the Appendices section.

The first chapter in the Adventures section, *Con Artists and Confidence Games*, describes the procedures involved in the creation, implementation, and resolution of scams and stings, including details on such diverse matter as recruiting expert assistance, and the legal ramifications of the confidence game in *Traveller*.

There are four additional chapters in this section, each of which present a series of specific scams. They are set up to be run as separate adventures (but can easily be modified by the referee to form the basis of an ongoing campaign), with the player characters being recruited by a con artist who has assembled a specific scam but needs help in making it work. This involves the players in the specific techniques of deception, to get them used to the systems in this supplement, without requiring them to immediately assimilate all the concepts of scams and stings.

However, these chapters can be used in two other ways, as well. First, they may serve as reference material to give players an idea for scams of their own. They might, in this case, represent past scams one or another of the player characters has run or been involved in prior to the current campaign.

Finally, they may be used as scams attempted by a non-player character *against* the adventurers, assuming the referee is making use of the rules for the deception and persuasion of player characters. Once again, this is a useful way of getting the players accustomed to the rules.

Eventually, players must turn to running scams on their own. The very variety of confidence games makes it impossible to give specific examples, but a little creativity should give a few initial ideas; a variety of sources can also bring inspiration, including many television shows and movies.

The first appendix contains *Charts and Tables*. These summarize and delineate all the major systems introduced in this supplement, including deception, disguise, persuasion, character generation, and many other major elements discussed in this book previously. They are listed separately to permit the referee or the players to look up information in the book in conjunction with the tables, rather than forcing them to leaf back and forth from one place to another.

The second appendix contains several pre-generated and detailed characters for use by either the adventurers as players characters, or by the referee as non-player characters in the adventures detailed in section two.

The third and final appendix contains the *Personality Profile Form* for use by the players once it has been photocopied and distributed to them by the referee.

Con Artists and Confidence Games

In section one, the rules and concepts presented were designed to handle individual instances of deception or persuasion. The more intricate and complex situations that are involved in a scam, as opposed to ordinary character interaction, build upon the techniques introduced previously. But there are additional considerations that must be kept in mind as well. These new concepts are dealt with in this chapter.

Players who are to handle con artist characters should be made familiar with this material. The referee may wish to make photocopies of these pages to pass out to individual players.

This chapter contains all the material necessary for the resolution of scams and stings in *Traveller*. It does *not* contain specific examples or descriptions of individual scams or types of scams. Confidence games come in all varieties; though many share underlying themes or approaches, each is tailored individually to specific conditions, personalities, locations, or circumstances.

The players who are portraying con artists should be familiar enough with the concept of stings to create their own exploit specific situations. It may be necessary to approach the referee and discuss possibilities prior to implementing a scam; the referee should maintain his or her position as a neutral arbiter of events, and should be willing to talk to and guide the player in making decisions where the referee can see that the player' *character* may know things that the player proper might not be aware of. And the referee should have some knowledge of how scams may work (particularly those which will work in a specific game situation), and hence should be able to help the players in this fashion. If the referee is uncomfortable with confidence games, they should be excluded from the available options in the adventures or campaigns being run.

THE CON ARTIST

Characters who set out to be con artists should generally be run in a particular way. This is not to say that every character should react and behave in precisely the same fashion, but individuals who are on the con do tend to share certain ways of thought. Players who cannot adopt the appropriate mental attitude should be encouraged not to seek the confidence game as a source of revenue and a way of life.

The con artist lives by his or her wits. Violence and force are generally not the chosen avenues by which the character reaches a goal. The typical mercenary type of player/character is not really suited to the con artist's life, and the kill-or-be-killed attitude common to many *Traveller* characters should be foreign to the typical con artist.

A confidence trickster will generally also have a considerable ego and vast faith in his or her own abilities. They tend to dominate those around them, even when they know little about the situation at hand. Thinking fast on the feet is a key ability of most con artists, as is the ready tongue and quick wit necessary to improvise lies or talk someone out of a dangerous (to the con artist) course of action.

Although it is not necessary that the *player* have these qualities (the game system handles the major procedures of interaction), the player who can adopt the proper attitudes and outlooks successfully will be able to get more out of the role than the player who allows the game system to do his or her work mechanically, without creativity or initiative taking a hand. The creative aspect of these rules cannot be reduced to a simple system of die rolls or other game procedures, and must continue to rely on the referee and the players interacting outside the level of game mechanics.

THE MARK

A mark is the target of a scam, a victim selected by the con artist to be the subject of deception and persuasion to yield a specific payoff (not always a monetary one). Almost anyone can be a mark for some scam or another.

Finding a Mark: In the course of the game, a character may attempt to con any of a number of "marks." However, when planning to set up a *specific* scam designed to earn some reward *without* beginning with a specific target in mind, it is necessary to find a mark in order to set the scam in motion.

A mark can be discovered through the use of the standard patron encounter process. Patron list #1 is recommended for this process, but any patron list (including those created by the referee especially for a given world or campaign situation). Rumor results should suggest possible specific marks or other situations of potential interest, to the con artist.

Mass Fraud: An alternative to selecting a specific mark and tailoring an approach to the situation is to create a scam with a broad possible appeal, then using some advertising medium to bring the scam to the attention of the largest number of people possible. Various forms of mail fraud are the best example. An offer of a miracle physical development program or a guide to getting rich quick or even solicitation for funds for a phony charity or a false religious organization will net some form of response.

To create such a program, the con artist needs a product; it is possible to actually create some cheap merchandise or material, or the product may be completely imaginary and exist only in the advertising copy promoting it. If it is real, the referee must set a reasonable cost to manufacture, package, and distribute the item(s) in question.

Advertising will vary in price according to the size of the audience and the effectiveness of the medium. A basic cost of Cr 1 per 10 persons to be reached should be paid; for every additional Cr 1 per 10 persona paid out, increase the scam skill of the con artist by +1 for purposes of this scam, only.

When a mass fraud is undertaken, roll 1d. This is the percentage of people reached who actually respond – from 1-6%. The return of cash from such a scam will depend upon the price of the item being sold; in general, the con artist cannot set a price higher than scam skill (unmodified) X Cr 10. Costs must come out of this; the remainder is profit.

On most worlds, false advertising is closely regulated. See the selection later in this chapter on the legal ramifications of scams.

Approaching a Mark: Once a mark is selected, the con artist must determine the individual's interests, weaknesses, and so forth. The use of insight to establish stats, reaction levels, and character traits is important to this process. A good con artist studies his or her subject from a distance before making a move, employing everything from background checks (using old news articles, personal records, queries to friends – disguised, of course – and a variety of other methods) to a prolonged surveillance.

For each day spent in research, permit an accumulation of DM-1 per day to be applied against rolls for insight. A roll for any specific piece of information about the mark can be made at any time; all accumulated DMs are expended in this roll. Further research can lend to a new accumulated DM, and a new insight roll to discover some other important quality. Eventually, when no more research remains to be done, the characters must make an actual approach to the mark. When this takes place, the scam itself actually begins.

THE SCAM

The creation and resolution of actual scams is crucial to the adventures envisioned in this supplement. Scams come in all sizes, with all sorts of different objects and aims. Only the creativity and imagination of individual players or referees will limit the variety that is possible.

Some scams are small, short, and to the point. For example, a con man might scam a sinner at an elegant restaurant by posing as a food critic for a major news service, or bum a ride on a starship with a story about being involved in an IISS safety inspection. Scams aimed at material benefits of this sort are neither particularly intricate nor particularly complex, and involve no more than the usual deception process. All that is necessary is to fool the mark, make a pitch for a specific item, and gain a response. Though some persuasion may be necessary, the whole scam consumes only a few minutes of time to achieve a decision. Such minor operations are second nature to a con artist, something to be done "to keep my hand in."

But scams can also be quite complex, and these are the subjects of considerably greater detail and attention, both in real life and in the game.

Creating Scams: The game mechanics in this supplement will function in the absence of detailed information concerning the nature of a given confidence game. This permits the game to function even where players are vague on specifics as to how the scam might really be run. However, for purposes of game *enjoyment* there is something unsatisfying about saying "I'm going to run a scam on him," but not specifying anything more. That's all that's really needed for the system to produce a result; an enjoyable game, however, needs something more.

For this reason, players are referees are encouraged to develop the details of a scam, not only the basic intentions and methods, but also some of the details, the step by step processes which will lend to the final payoff. It should be possible to go into just as much detail concerning the resolution of a confidence game as goes into running a more typical military-oriented adventure. There will be many players who lack the creativity, inclination, and technical knowledge to do this. On the other hand, there are many people who lack the know-how and inclination to throw themselves wholeheartedly into the area of military operations. Each referee and each player must find his or her own areas of expertise and preference.

The non-technical (i.e. creative) end of developing a scam calls for a player to sit down and develop a basic plan. The plan begins with a simple statement – "I want to convince the mark that..." The rest of the sentence is filled in by the con artist. Perhaps it is simply to convince the individual that the character is a government agent entitled to confiscate the mark's ship or vehicle. Whatever the purpose of the sting, it relies on that starting point, the need to convince the mark that it is to his or her advantage to cooperate with the con artist, without letting the mark ever realize that a scam is in progress. Most stings rely on the mark's desire to profit in some way from the con artist's proposal, whether it is material (the pipe-dream of enormous payoffs), or in some other way (avoiding government entanglements, taking vengeance on an enemy, gaining an important promotion, or whatever.

Once the terms of the scam are formulated, all else that takes place is merely in support of the original premise. The con artist seeks to make the mark eager to obtain the goal, eager enough to do anything that may be suggested by the con artist. There are many tricks of the trade, but all of them share the same intentions and goals.

The Initial Reaction: For a simple scam, one which the referee deems to be straightforward and uncomplicated enough to involve nothing more than a routine deception, the standard deception rules can be used to establish success or failure. Where a more elaborate sting is planned (and this rests fairly much with the referee to decide), however, a more complex process is required.

The mark's initial reaction to the scam is not established in quite as random a fashion as is usual. It is set, instead, by rolling 2d, *subtracting* the mark's gullibility level, + character, and *adding* the scam skill level, a charm modifier, and a persuasion modifier for the con artist making the initial pitch. If the final result is less than 2, the mark has little interest in the scheme. It is for this reason that the good con man must first size up the mark well, so that a lot of effort is not wasted on someone who is too formidable an opponent.

Once the initial reaction is set, the persuasion process may be used to improve the chances of a favorable response. The object of a confidence game is to persuade the mark that he or she has no choice but to go along with the con artists scheme, that this is the best, indeed the *only* way the mark will get what is most important to that person at that time. This means that the mark needs to be pushed into a frame of mind in which common sense cannot overrule the hope inspired by the con artist's persuasion.

To simulate this, the normal process of favorable and unfavorable responses is used to resolve the confidence game, but with a crucial addition. Under normal circumstances, a saving throw is made by the referee after any favorable response by the mark, against either intelligence or will. (Intelligence is used in most cases; will saving throws come into play when the object of the con is plainly contrary to the loyalties or beliefs of the mark – a referee judgement call). If a throw of less than or equal to the stat is made, the mark has second thoughts, canceling the original favorable response. A new reaction level is established, and the process must be gone through again.

If, however, the reaction level rises above 12, no saving throws need be made. The mark is so eager for the object dangled before him as to lose all objectivity and reason – the ideal situation for a con artist to achieve.

The Deadline Syndrome: A major trick of the trade for con artists is to set up a deadline, which governs the object, in question. The mark needs to take action before a certain day or time in order to have a chance at achieving the goal; this creates added pressure and a sense of urgency that works to the mark's disadvantage.

Where such a deadline is in use, the referee may establish (based on the situation, the mark's characteristics and reactions, and so forth) a point where the pressure of the deadline begins to become telling. All persuasion which is undertaken after this time has double the usual effects when successful; thus a shift of one level becomes two in favor of the con artist's proposal.

Reverse Psychology: Another important trick to use is the technique of reverse psychology, another form of persuasion which seeks to convince the mark to believe something while the con artist actually claims exactly the opposite. This technique is simulated by a combination of deception and verbal persuasion. A circumstantial lie is first

resolved, then any normal form of verbal persuasion. If the lie is believed, a success with persuasion is in the con artist's favor; if not believed, the persuasion has the opposite effect than those that were intended.

Resolving the Scam: Final resolution of the scam determines if the mark is actually convinced to cooperate or not. If the final response is favorable (and not overruled by common sense or will power), the mark will endeavor to do what the con artist set out to make him do. Obviously, the mark must have the means to do so – it does no good to convince someone to buy the deed to the Ducal Palace on Regina if the individual doesn't have the money to pay up. The referee must determine this. The con artist won't always know the means at the mark's disposal, but if a good deal of research was done, then a fair estimate should be available.

RECRUITING

A small group can't always work scams alone or even by a small group. Sometimes the "front" needed to make up a convincing pitch requires extra help, people who can add realism to the story the con artist is spinning for the mark.

There are two classes of such help – "extras" and "professionals." An extra is just someone to fill in the background. Almost anyone can be used, and con artists can turn to many sources for such individuals. An obvious way to work it is to scam the help – convince these individuals that the situation is genuine, or that there is some other reason (perhaps a movie, or an elaborate practical joke, or something similar) for the charade to be undertaken. Some may even perceive the glamour of the roguish life of cons and stings to be sufficient reason to join in. The alternative is both more expensive and more prosaic – this is to hire extras, such as out-of-work actors or anyone else who can play the needed parts. The referee as needed can handle such hiring.

Professional help means other con artists (or other types of criminals) who have skills necessary to the success of the scam. Character interaction should be emphasized when dealing with such individuals. Locating professional help will require contacts or leads using streetwise skill. Actual recruiting requires a favorable response to a job offer, with the establishment of a fair pay-off.

It should be kept in mind that criminals, when recruited for a scam, might not be completely trustworthy. Honor among thieves isn't all that common and professional "help" can often lead to unforeseen dangers, complications, or problems that the adventurers must overcome.

SCAMS AND THE LAW

On most worlds and in most instances, confidence games are against the law. Even where law enforcement is not all that pervasive, laws usually exist to discourage and punish fraud of all kinds. The main differences that exist from world to world are not in the laws themselves, but in the attention and manpower focused on law enforcement in this area.

Each time a mark is approached at random (as opposed to a pre-arranged target, such as a prominent businessman or other well-known figure), roll 2d+ the con artist's scam level skill. If the result is less than the world's law level, the mark is an agent of the local police, or a concerned citizen who will report to them any illegal dealings that may be undertaken. Each time a scam is resolved, the same roll is made, indicating that the mark has reported the scam to the authorities (don't make it when it is obviously impractical, as when the mark is actually a criminal as well). These two rolls regulate the chance that a con artist might be discovered and attract the attention of the authorities.

Should the authorities become interested in a particular character, the usual law enforcement encounter process (one throw per day, law level or less gives an encounter with police) should indicate when the character may be stopped by the police – though not necessarily in connection with the crime. The referee may freely add other chances of such encounters taking place, as well, particularly on worlds with higher law levels and/or in cases where the mark commands enough influence to ensure an enthusiastic investigation.

Arrest: On each law enforcement encounter, roll intelligence or less of the officer(s) involved in the encounter to have the character be recognized as a wanted felon. If disguised, the character must rely on the usual disguise rules to determine success in avoiding recognition. Should a wanted character be recognized, an arrest follows.

Arrested characters are taken to an enforcement facility and processed, with various identification checks and background investigations being set in motion immediately. Roll government type or higher once each day to be given some

form of hearing to determine such items as bail, trial date, and so forth. The character remains in temporary confinement until this hearing occurs. Liaison or admin skills held by the character or by a retained lawyer will serve as a DM to the hearing roll.

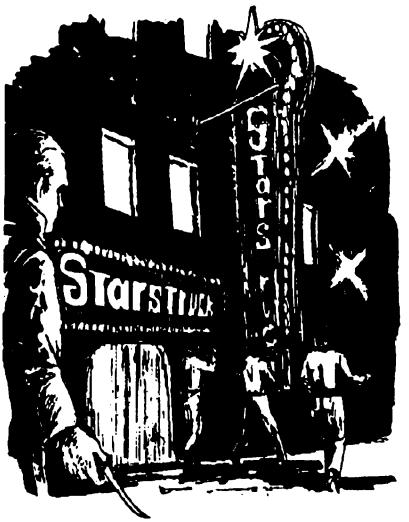
When the hearing occurs, bail is set. For the typical confidence game, bail should not be overly high; use law level x Cr 10,000 as a good figure. The character must post bail until a trial determines innocence or guilt. Characters who do not have that kind of money can pledge personal possessions and receive the help of a bail bondsman, or can borrow the money from friends. If bail cannot be raised, the character remains in prison. The chances of bail, and the amount set in the hearing, may be further modified if one of the offended parties has a great deal of influence at his or her command.

A trial date is also set. In general, the trial will be 2d x law level months after the hearing. The character is required (on threat of forfeiture of bail money) to be present for the trial; skipping out on bail raised by a bondsman can make the individual subject to the attentions of a bounty hunter.

Trial: Justice systems vary from world to world, so the details of trial procedures will tend to vary as well. The character interaction rules can be used to show the effectiveness of the character (or the character's lawyer) in swaying the trial. The court's reaction level is set at 12- law level; a favorable response acquits the character, an unfavorable one results in conviction. Persuasion (by both the character's lawyer *and* a referee-run prosecutor) may be used to attempt to alter the reaction level prior to the roll.

Characters who are convicted face a sentence to be determined by the referee, who must take into account the number and nature of the crimes being tried, the government type and law level of the world, and the nature of the final response throw (a close-run conviction might mean a lighter sentence than a throw which was far below the needed level for conviction, for instance). This must be decided by the referee to best serve the needs of the campaign.

GDW Adventure 8, *Prison Planet*, offers an interesting way to follow up a trial and conviction of a character or characters.



Private Justice: In addition to the penalties of arrest and trial, it should never be forgotten that some individuals may seek justice outside the law. A sting could easily spark a private vendetta dangerous to the con artist and his or her associates. Generally, the lower a world's law level, the *higher* the chances of such a reaction. Low law levels favor *everyone* who wishes to pursue antisocial or criminal activities, not just the player characters.

Starting the Adventures

The following four scenarios for *Scam* may be used either as adventures involving the player characters as part of an elaborate set of confidence games, or as targets of a con artist seeking to practice the deceptions outlined here against them. Players may also use them as a reference source, a sort of blueprint of how several typical stings might be put together and run. In the later case, they are more a source of inspiration than anything else.

PLAYER CHARACTERS

When these scenarios are played, the referee must make sure that each player has an appropriate character. Such characters may be player characters already in use by the players, or they may be characters generated at the beginning of play especially for these adventures. Finally, they may be the special pre-generated characters contained in appendix B of this supplement.

Campaign Characters or Generated Characters: If players already have characters they are happy with, and wish to continue using, they should be allowed to do so. The new behavioral stats from this supplement should be generated in accordance with the rules provided in the Rules section. If the characters are to be part of the scam, the referee may wish to alter some stats or skills in accordance with the conversion process introduced elsewhere in those rules. If not, retain characteristics and skills as given.

Generated characters may originate from any compatible character generation system, including the con artist background career given in this supplement. Any character used may have a variety of qualities or attributes, but it should be kept in mind that the characters are relatively ordinary adventurers, without any great power or wealth.

Pre-Generated Characters: Twelve characters are described in appendix B. They provide a variety of player characters for use in an adventuring band, but can also be used as NPCs. These characters also demonstrate certain principles of the procedures developed in these rules.

Each character has been pre-generated in accordance with the *Traveller* character generation rules (or the new con artist career from this supplement). Some conversion of stat and skill increases has been made to include some of the concepts found in this supplement. In addition, a few details have also been added to provide some background and other information.

Under *Career*, the characters prior service or career is shown, along with the number of terms served.

Under *UBP*, the behavioral attributes for the character are shown, in the order of Persuasion, Charm, Insight, Gullibility, Character, and Will. The "character" stat is that of the lowest specific character trait listed. *Traits* covers these, listing the personality traits and, in parentheses, the character stat for that specific trait.

Comments list some specific information on the character's personality, showing how the various character traits actually come into play. There are, of course, many other interpretations possible.

It should be noted that the characters provided here are not given any specific place of origin or other orientation in terms of location or setting. Though the supplement sets its scenarios in the Reavers' Deep Sector at the edge of the Imperium, both situations and characters are equally well adapted to any location the referee chooses to use.

Players should retain their character information during the play of these scenarios. If they wish, they may be allowed to keep the character and use him or her in future adventures or campaigns as well. However, the player should be equally free to use a different character in future games, if preferred.

Lanthanum Strike

This adventure takes place on Grampia (Caledon 0304 E132520-5), a poor world in the Principality of Caledon, which is a sovereign state just beyond the boundaries of the Third Imperium in the Reavers' Deep sector. Grampia is small, with a very thin atmosphere and an average temperature on the dayside (the side which faces the star in a permanent tidal lock) of -19°c. The planet is a treasure trove of valuable minerals of all kinds.

The world was originally settled under a charter to MacAlasdair Minerals some two centuries ago. The firm lost its charter, however, during a dynastic crisis almost ninety years ago, when the corporate management backed the losing faction in the dispute. The miners on Grampia rebelled against management at the peak of the conflict, ostensibly out of loyalty to the Sovereign Prince, but in fact out of ambition on the part of some highly placed union workers.

The workers now control Grampia in their own right, having a limited form of democracy in which only the union membership has a vote on planetary affairs. Politics on Grampia remain a dirty game, with much factionalism and a continued interplay between the supporters of the exiled Maxwellian princes and the loyalists who continue to support the legitimate ruler of the Principality.

Referee's Notes: The background, as given here, can be altered considerably to fit a variety of other worlds and situations, if the referee prefers to integrate this situation into an ongoing campaign elsewhere (or just prefers to set the scenario in some other locale, such as the Solomani Rim or The Spinward Marches). The government background is reasonably important (as will be seen later), but any situation in which the local government is one of independent miners, rather than a corporate entity, is sufficient to support the adventure as given here. The referee can freely change any specific details which must be altered to make the adventure fit in an alternate setting.

THE CON ARTIST

This scenario is designed for use by player characters that are recruited to assist in a confidence game. This permits them to concentrate on game rules and interactions, without being required to come up with the actual details of how the scam is run. Their mentor supplies these details, a master con artist named Andrew Comyn.

Comyn is an old hand at the art of the scam; he's made a living off of the gullibility of his fellow beings for almost 30 years. Recently, however, fate dealt him a cruel blow; Comyn was aboard the liner *Scotian Star* when the ship was all but destroyed in a freak asteroid collision. Comyn survived, but lost much of his money as well as the use of his legs. He also was scarred badly by drifting, red-hot debris. These injuries can be corrected with expensive surgery, but the veteran con artist needs first to raise the money. Because of the limitations imposed by his wounds, he is now forced to work his stings through others that can go places and do things no longer possible for Comyn himself.

Stats and skills for the con artist are listed below.

Name: Andrew Comyn
UPP: 5A3A96
UBP: A3CA48
Traits: Greed (4)
Service: Con Artist, 7 Terms, Age 46
Skills: Bribery-2, Scam-4, Document Forgery-3, Recruiting-3, Jack-of-Trades-3, Streetwise-1, Grav Vehicle-1, Body Pistol-1,
Money: Cr 20,000 and 2 High Passage Tickets
Possessions: Document Forgery Equipment, Forged ID papers (level-3)

THE PLAN

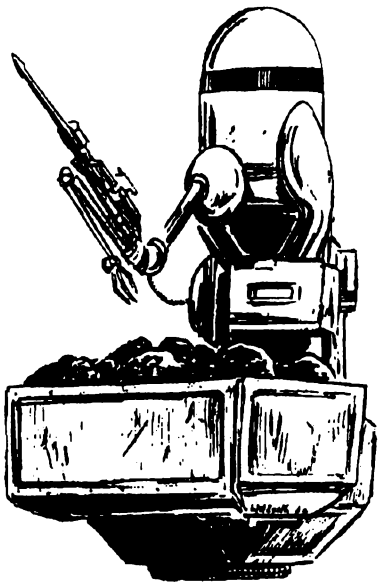
Comyn needs to recruit a band of adventurers with various skills and backgrounds for his latest scam. The con artist has discovered that a prominent labor leader on Grampia, one James Ferguson, has recently suffered several major setbacks with his various mine holdings. Two mines have suffered major catastrophes, shutting down production for the foreseeable future; a third has apparently been exhausted. That leaves him with only one producing mine.

On Grampia, the labor leader/politicians who maintain the most power and influence are those who can provide employment for the most workers. Ownership of the various mines theoretically rests with various small syndicates of labor groups, but in practice a few key men, like Ferguson, control those operations – and hence the jobs that go with them. The workers, who are the only individuals with a franchise, vote policies according to the dictates of the people who control their jobs. This is a great oversimplification, but that is the way things generally work out.

Ferguson has a sizable personal fortune, accumulated over the years from a combination of work, graft, and good business. But he is now threatened with the possible loss of his whole power base. Should he remain unable to

employ all the workers formerly under his wing, Ferguson stands to lose most of his political power. And power is something Ferguson has grown to be dependent upon. He needs to find a way to employ his workers, and he needs to do it soon.

Andrew Comyn, on Grampia to avoid some minor legal entanglements on several of the Principality's more populous worlds, has gotten wind of Ferguson's plight. This is the perfect opportunity to run a scam that could net the con artist a sizeable payoff.



Comyn's plan is to persuade Ferguson that there is a mining site for sale that contains massive deposits of lanthanum, a valuable mineral used in the manufacture of jump drive systems. By convincing the labor leader that this potentially priceless strike is just waiting to be made – a strike which could employ all the miners from Ferguson's previous ventures and more besides, the con artist seeks to part the mark from a large part of his personal fortune. Because of the urgency of the situation and Ferguson's driving ambition, even the normally canny politician can be expected to make a serious mistake.

Comyn's scheme is intricate, relying on many twists and turns to bring Ferguson to his ruin. It requires the help of several other individuals, such as the adventurers, to make it work. The persuasive con artist offers to cut the group in for half of the profit of the sting, to be divided among them as they see fit.

THE SCAM

The material that follows outlines specific elements of Comyn's scam. Each section contains general information on the overall situation, commentary on Comyn's plans relating to that specific topic, and referee's notes on how the situation is resolved in game terms. The referee may lead the characters through the scam step by step, letting them follow the con artist's plan and allowing the players to experience the flow of interaction in the game as they do so. Players should be encouraged, however, to look for ways to improve upon the original plan, perhaps finding more effective ways to reach their goal.

THE MARK

James Ferguson's stats and skills are given below.

Name: James Ferguson
UPP: 9898AA
UBP: AA896C
Traits: Ambition (6); Politics (8)
Service: Labor leader, Politician, Businessman, 5 Terms, Age 38
Skills: Streetwise-3, Computer-1, Jack-of-Trades-1, Bribery-1,
Money: Cr 1.5 million
Possessions: Shotgun, Yacht

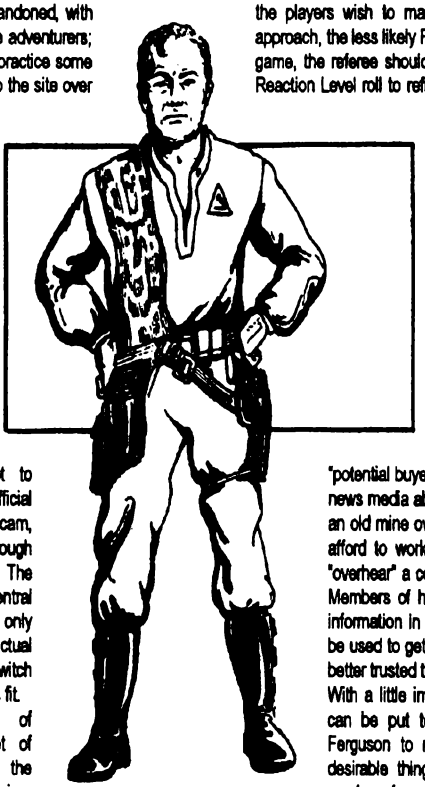
Comyn has not yet had a chance to extensively research Ferguson; only basic information is available. The adventurers may use the procedures for researching a mark's background or attitudes (see the chapter titled *Con Artists and Confidence Games* elsewhere in this supplement) in order to learn specifics of Ferguson's reactions, attitudes, traits, and other hidden qualities. However, Comyn is working under a deadline. Not only does Ferguson stand to begin losing his hard-won power base; Comyn needs to complete the scam in time to book passage on the only commercial passenger ship scheduled to visit Grampia this month. It is due to arrive in a few days, and to depart one week later. The referee at the start of the scenario should set the total time to actual arrival by rolling 1d days. This deadline means that the research phase cannot be prolonged

too far, or there will be insufficient time to complete the actual sting.

THE APPROACH

As the research portion of the scam is being completed, Comyn needs to take care of two other vital prerequisites to the scam. The first is to acquire a suitable mine to sell to Ferguson; the second involves the establishment of several characters in false identities suitable to the needs of the scam.

In the first step, three things are needed. First, a physical mine site is required. An abandoned, played-out mine site at a distant location from Ferguson's offices in Grampia's capital is best; roll 9+ once each day for a character or group of characters to come across a suitable site. An additional roll of 7+ means that the site is truly abandoned, with no owners to get curious about the adventurers; otherwise, it may be necessary to practice some form of deception to gain access to the site over the period of the scam.



Second, official deeds to the land are needed. Comyn or anyone else with Documentary Forgery skill can produce such documents. A major problem to be considered is the possiblity of a crosscheck of these papers with the official property claims at the capital. Comyn's plan calls for a fast shuffle to force Ferguson to buy without having time for such a check. A more risky, but less delicate plan would involve an attempt to change the documents in the official files, either through another scam, through bribery of an official, or through outright breaking and entering. The world has not yet adopted a central computer filing system, so it is only necessary to switch the actual documents. Resolution of the switch can be handled as the referee sees fit.

Finally, another set of documents is needed – a set of geological studies "proving" the presence of lanthanum in the mine. Comyn's JoT skill includes enough knowledge of prospecting to know the buzzwords and the general procedures for such surveys, but he needs to be able to copy an actual survey format to be convincing. One or more of the adventurers may be assigned to obtain a genuine form, probably by posing as potential buyers or other interested parties to call on a survey outfit and obtain a report of some fairly rich strike.

In each case, suitable rules for deceptions and other aspects of this supplement should be used as needed.

As far as establishing identities is concerned, Comyn needs to set up the adventurers in several specific roles. Needed are the owner of the mine, a geological surveyor, and another potential buyer. Each of these roles is a fictitious identity, requiring disguise, but not mimicry skill, to carry off effectively. The characters involved will need papers, and Comyn will want to begin planting evidence of their existence (in media stories, for instance) prior to the actual approach to Ferguson.

Once all these steps have been taken, the scam proper is ready to begin.

PLAYING THE MARK

Approaching Ferguson with the pitch about he lanthanum mine can be as subtle or as open as the referee or the players wish to make it. Generally, the subtler the approach, the less likely Ferguson is to smell a setup. In the game, the referee should invent DMs to Ferguson's Initial Reaction Level roll to reflect the subtlety of the plan used. No hard and fast numbers can be assigned, as there are many possible alternatives – it is left to the referee to calculate the effectiveness of an approach. Aside from the blatantly obvious approach of pitching Ferguson directly ("I have a fabulously rich mining site...would you like to buy it?"), there are many other ways the approach could be made. Ferguson might be approached for "advice" from the seller or even by another "potential buyer." A story might be planted in the news media about the discovery of lanthanum in an old mine owned by an individual who cannot afford to work it. Ferguson could be made to "overhear" a conversation in a bar or restaurant. Members of his office staff could be given the information in any of the same ways, and thus be used to get him interested through a channel better trusted than a total stranger off the streets. With a little imagination, almost any other plan can be put together which would encourage Ferguson to make the first move – a highly desirable thing in any confidence game for a number of psychological reasons.

Once the pitch is made, the rest of the scam calls for him to be persuaded into buying without the opportunity for second thoughts. See the chapter on *Con Artists and Confidence Games* for the game procedures to be followed. Once the initial Reaction Level is set, the adventurers are seeking to persuade him to have a favorable response to the idea of buying the mine, for a price to be set by negotiation (the haggling process). The base price should be Cr1 million, which is Comyn's ideal figure (though he may start asking for much

more than that).

To raise Ferguson's interest in the project, any of the usual procedures can be used. The introduction of a "geologist," complete with survey reports on the mine, permits the group to make use of an extra "Appeal to Ignorance," once, as the "geologist" attempts to persuade Ferguson that the mine really does hold a very rich strike. A "rival buyer" can also be brought in, as an "Appeal to Emotion" to persuade Ferguson that decisive action is called for to keep this chance from slipping away. These ploys can be used in addition to the usual procedures.

THE STING

The final sting comes when Ferguson's reaction level reaches "13," or when a response is forced and a roll against the reaction level (and a second roll against intelligence) is made. This point represents Ferguson's decision to buy the mine. The haggling process is now used to set the exact price, based on a value of Cr1 million. Simultaneous offers should be made by both sides, with the haggling procedure used to reach a final conclusion.

Once the sting is made, the adventurers and Comyn must do a fast fade to avoid Ferguson's wrath when he discovers that the mine is worthless (and, indeed, not even his at all). Timing is crucial; the deal should be made only hours before the group's ship is due to depart, so that the party has a reasonable chance of getting away unscathed. If matters come to a head too soon, Ferguson has sufficient influence to keep the adventurers from leaving openly, possibly giving rise to another adventure entirely. (For a prototype adventure of this type – though not a fully compatible one – see the chapter titled *Escape From Scotia* elsewhere in this supplement). The referee should handle the details of exact timing, keeping in mind such factors as the amount of time needed to take payment of such a large amount of money, the time between passenger boarding and actual ship departure, and the time actually needed by Ferguson to discover that he has been had. All of these are variable, and should be set by the referee in a reasonable way to be somewhat random and close-run enough to cause some excitement and tension in the group.

REFEREE'S NOTES

A few final comments are in order when considering this scenario as a *Traveller* adventure situation.

COMPLICATIONS

The old military axiom that "No plan survives contact with the enemy" is as true for con artists as it is for generals. When dealing with human nature, there is always a certain degree of variability to be expected. These variables can turn a smooth con into a nightmare.

Ferguson's Rivals: If the referee wants to add some spice to the situation, it might turn out that Ferguson's current misfortunes are not the result of bad luck, but are rather the work of several political rivals working together to ruin him. Should they think that Ferguson is on the verge of recouping his losses, they could begin to take an unhealthy interest in the adventurers. Thinking they are genuine, these rivals could seek to eliminate the adventurers who are "selling" the "mine" to Ferguson. This could lead to an element of danger that could enliven an otherwise strictly verbal adventure.

If the rivals learn the truth (from a cornered adventurer, for instance), they will be delighted at the prospect of ruining Ferguson financially as well as politically. They may even consent to help out, possibly introducing yet another "potential buyer," this one a figure known to Ferguson and hence all the more likely to influence him. However, Ferguson's opponents will also demand a substantial cut – at least half the take – to keep silent and let Comyn and his helpers escape from Grampia after the sting has been concluded. This entire scam will take on a whole new dimension in the face of a complication of this sort.

The Ownership Question: As was noted previously, it will depend on the adventurers to determine whether or not public records of their fake mine show them to be in possession of the property. If something is done to alter the records, there is no problem. However, it may not be possible to arrange this. If so, timing of the operation becomes even more critical. Each day that Ferguson has a copy of the geological surveys in his possession (i.e. after the "geologist" visits him with the information), roll Intelligence or less once each day for Ferguson to decide to run a check of the property.

Grampia has a four-day workweek, followed by a three-day weekend. The referee should determine the day the ship departs, and all other crucial dates, in light of this fact. If Ferguson decides to check the records on a weekday, the check is automatically made, and any discrepancies will be turned up. Id made on a weekend, a 10+ must be thrown for him to make the check successfully. Thus, the adventurers may have to rearrange the timing of the sting so that Ferguson receives the survey report *and* is forced to make his decision all on one weekend, to limit the chance that he might discover the scam. This, though, may *also* complicate the group's chances of a clean escape.

Exact solutions to the problem should depend on input from the players.

THE PLAYERS AS MARKS

It is possible that the adventurers might be on the receiving end, rather than the scamming side, of the lanthanum mine sting. In such a case, Ferguson can be established as something of a recluse (possibly on account of illness) who hires the adventurers to look into the rumor that a valuable mine is for sale. The referee then runs the scam *against* the players, using the rules for player character interaction. If the adventurers can resist the scam, then all is well and good. If not, the group will find Ferguson very unforgiving when he discovers that the mine was a hoax and the adventurers have cost him his fortune and his career.

This adventure takes place on Claverse (Caledon 0303 B7677B8-9), an agricultural world at the fringe of the Principality of Caledon. The Principality is a soverign state in the Reavers' Deep sector, located just beyond the boundaries of the Third Imperium. The world is pleasant and earthlike, supporting a population of over 500 million people.

Claverse was the home world of Admiral the Earl Maxwell, one of two claimants to the throne of the Principality during the Dynastic Crisis of 1024-1025, almost ninety years ago. The world's support for its native son against Edward, Lord Campbell, earned the planet and its people the distrust of the Campbell's after Edward emerged victorious and took the Princely Throne. Earl Maxwell escaped across the frontier; his grandson, styling himself Prince Roger I, continues today to assert claim to the title of Prince of Caledon, though Roger is considered too old and too much attached to drugs and alcohol to ever venture to reclaim his grandfather's throne.

To this day, though, support for the Maxwell heirs remains strong, and Claverse is one world that continues to simmer with discontent. A Royal Governor, Lord John Gunn, has imposed martial law in an effort to control the disturbances, which periodically break out on the world. Because of this situation, the world has been declared an Amber Zone.

Referee's Notes: The background given for this world is crucial to the scam in this scenario, but the referee can make alterations in the background to adapt the adventure to other settings. By making a few simple changes, the adventure can easily be moved to a locale in The Spinward Marches, the Solomani Rim, or any other region. The primary requirement for this setting is a divided loyalty among the citizenry for two sets of rulers, one now in exile, the other in power, with the exiled faction retaining a fair amount of prestige and popularity. The referee can easily change any specific details that may prove to be necessary to make the adventure fit an alternate setting.

THE CON ARTIST

This scenario is designed for use by player characters that are recruited to assist in a confidence game. This permits them to concentrate on game rules and interactions, without being required to come up with the actual details of how the scam is to be set up and carried out. Their mentor, a master con artist, by the name of Andrew Comyn, supplies these details.

Comyn is an old hand at the tricks of confidence games, having made a living as a con artist for almost 30 years. A year ago, however, Comyn was in an accident aboard a deep-space liner nearly destroyed by an asteroid collision. Comyn survived, but lost the use of his legs and suffered bad scarring from drifting, red-hot debris. Much of his ready cash was also lost in the accident, and even more was spent for treatment and recovery. His injuries can be corrected with expensive surgery, but Comyn does not have enough cash on hand to take care of the operations needed. He has thus set out to obtain that money in the only way he knows how. But his wounds have imposed many limitations upon his actions, so Comyn is now forced to use others to carry out many of the activities that he formerly could do himself.

Stats and skills for the con artist are listed below.

Name: Andrew Comyn
UPP: 5A3A96
UBP: A3CA48
Traits: Greed (4)
Service: Con Artist, 7 Terms, Age 46
Skills: Bribery-2, Scam-4, Document Forgery-3, Recruiting-3, Jack-of-Trades-3, Streetwise-1, Grav Vehicle-1, Body Pistol-1,
Money: Cr 20,000 and 2 High Passage Tickets
Possessions: Document Forgery Equipment, Forged ID papers (level-3)

THE PLAN

During a visit to Claverse, Comyn learned through local contacts of one Lord Colin Blackwell, the second son of one of the Earl Maxwell's most prominent young army officers in the Dynastic Crisis. Lord Colin's father was pardoned after the war, and settled on Claverse; on his death, his heir, Lord Colin's elder brother, came out in favor of the reigning Prince and took up a career in government.

Lord Colin, however, remained loyal to the Cause his father had embraced until his death. Now grown old and feeble, Lord Colin is so obsessed with his loyalty to the exiled Maxwell's as to be more than a little crazy. Nonetheless, he has amassed a considerable fortune, and is considered to be one of the leaders of the vocal pro-Maxwellian faction on Claverse.

Comyn knows that an old man clinging to an obsessive dream is one of the easiest marks of all. He has hatched a scheme to convince the elderly Blackwell to use his sizable fortune to back a new attempt by the Maxwell's to return to the Principality. All that Comyn needs to do is convince Lord Colin that the rightful Prince is returning to reclaim his own...and is in need of financial support to spark a rising that

will sweep aside the usurpers and bring about the golden age Blackwell has dreamed of for all his long, disappointing life. With Blackwell's warchest in his hands, Comyn can disappear once more.

The con artist's plan hinges on effective impersonations and disguises, plus an elaborate deception designed to disarm the elderly aristocrat's every suspicion. Comyn's scam is one of his most intricate, and for sheer size is certainly one of the most massive stings he has ever set in motion.

Because Comyn's plan is so large and involved, the con man needs skilled assistance; several different aspects of the plan must be kept track of simultaneously by individuals who can supervise the operation independently. In addition, several reasonably talented characters will be required to adopt disguises crucial to the outcome of the scam.

THE SCAM

The material that follows outlines specific elements of Comyn's scam. Each section contains general information on the overall situation, commentary on Comyn's plans relating to that specific portion of the scam, and notes on how the situation is resolved in actual game terms. The referee may lead the characters through the scam step by step, letting them follow the con artist's plan and allowing the players to experience the flow of interaction in the game as they do so. Players should be encouraged, however, to look for ways to improve upon the original plan, perhaps finding more effective approaches that will help them to reach their goal.

THE MARK

The stats and skills for the mark, Lord Colin Blackwell, are given below.

Name: Lord Colin Blackwell
UPP: 2646AB
UBP: 54973E
Traits: Politics (3)
Service: Noble/Baronet, 10 Terms, Age 86
Skills: Liaison-3, Carousing-3, Computer-2, Admin-2, Bribery-1, Leader-1, Hunting-1, Jack-of-Trades-2, Grav Vehile-1
Money: Cr 15 million
Possessions: Yacht

Lord Colin is supported by a number of loyal employees, including a Chief Bodyguard, a household steward, and a financial manager (who has actual control over the money). He has no close family left; his nephew Robert, Baron Blackwell, is the son of his dead brother, but has followed Lord Colin's brother in supporting the Campbell faction, and hence has never been acknowledged by Lord Colin as family. Stats and skills for various household members – and for other targets of the scam – may need to be rolled up from time to time by the referee as the scenario progresses.

Comyn will need to do research on Lord Colin's attitudes, and probably on those of the financial manager as well, as these two must both be influenced if the money is to be won. Use the material on researching a mark in the chapter *Con Artists & Confidence Games* as a guide on how this research is carried out.

Blackwell's financial advisor is under Lord Colin's orders, and hence must acquiesce to the elderly aristocrat even if she remains unconvinced by the scam. However, her advice permits Lord Colin extra opportunities to think over the terms of the situation. If Lord Colin is not thoroughly convinced (reaction level 13), an intelligence roll against Lord Colin's intelligence *and both* will and intelligence saving throws against the advisor's attributes are made to allow second thoughts. If Lord Colin *is* thoroughly convinced, his advisor will attempt verbal persuasion to reduce the reaction level unless she too has been persuaded. The referee may prefer to allow ongoing persuasion by the advisor, allowing her one verbal persuasion roll of the referee's choice each day. This will make the persuasion process a very slow one, unless the financial advisor is converted first.

THE APPROACH

Comyn's plan involves a very elaborate set-up indeed, and actually requires several smaller scams in support of the main operation. His efforts will begin even as the initial research is still going on.

The con artist requires a great deal of "front" to make a convincing show for Lord Colin. To supply this front, he

launches a secondary scam – a scheme to create a "movie" (a holovid) about the fall of the Maxwellian faction. The holovid approach makes it possible to assemble a large number of people and outfit them with uniforms and other props that will make them appear to be soldiers in the service of the Maxwell's. Such uniforms are available on Claverse, as part of an annual commemoration of the Maxwell family staged with recreated battles, parades, and other shows generally tolerated, if not exactly supported by the Principality government. If the appropriate government bureaucrat can be convinced, a large number of extras can be outfitted quickly and convincingly and brought to a remote location for filming.

The holovid scenes which are filmed in this fashion can be made to show a Maxwellian army drilling, fighting, embarking and debarking from ships, and so forth – everything needed for Comyn to assemble convincing proof that a landing force has arrived. A forged letter of credit on a large Caledonian bank (with no local branches) can be used to establish a bank account large enough to operate this scam on, although in two weeks the information will be checked and the scam discovered for what it is (if the forgery isn't discovered sooner).

As this is going on, the second stage – the pitch to Lord Colin – will also be beginning. Disguised as aides to Prince Roger Maxwell, some of the adventurers must approach Lord Colin. The act requires the original contact to be surreptitious, followed by open meetings in which these "aides" reveal that Prince Roger I is on the verge of arriving to raise the black and silver standard of his house over Claverse and launch a new crusade. (Of course, the Prince is widely known to be middle-aged, alcoholic, addicted to various drugs, and too attached to his comforts to undertake such an expedition, but these can be passed off as propaganda from the usurpers on Caledon).

The object is to convince Lord Colin that the Prince is on his way with troops, ships, and above all, *money* with which to finance his rebellion. At this initial stage of the pitch, Lord Colin is to be convinced that the Prince wants nothing from him but his influence with the local Maxwellian factions. Holo clips (from the holovid "movie") can be used to support this general deception. At this point, the whole object is to use the techniques of deception and disguise to secure Lord Colin's trust; no actual proposals or reactions are established. However, it is the success of these lies that will win later success as the scam unfolds further.

The final thrust of Comyn's preparations is to prepare one of the adventurers to play the most important part of all in the scam – to portray Prince Roger himself. Disguise and mimic skill are both needed, but Lord Colin has never actually met the Prince, so the deception is relatively simple. The research done on the aristocrat will have revealed much of his beliefs concerning the Prince's behavior and appearance. The impersonation to be attempted will not be so much a matter of impersonating an actual person as it is one of representing an idealized version of the Prince who conforms to Lord Colin's view of the Maxwell claimant.

PLAYING THE MARK

Once these preliminaries have been established, the scam shifts into high gear. A reaction level representing Lord Colin's devotion to the Prince's cause should now be established; the "aides" can attempt to raise it higher through various forms of persuasion. Eventually, the "Prince" should make an appearance, smuggled onto the estate as if in hiding from government agents.

The false Prince Roger should claim that he and a handful of supporters have come ahead of the main force of Maxwellians; to establish a base of operations (at the Blackwell estate) and begin preparing the campaign. The ship which landed the Prince, now at the starport, has concealed compartments filled with precious metals and other items to be used to raise money for the rebellion – several million credits worth, the first, and absolutely crucial, monetary shipment essential to rallying followers to the Cause.

Again, persuasion undertaken during this period is designed to commit Lord Colin to the "Prince;" so far, no mention has been made of money from supporters, and none is accepted even when offered. However, when the time comes, the groundwork done by the "Prince" and his "aides" contributes to the final payoff.

THE STING

With Lord Colin's expectations raised to a fever pitch, the actual sting is comparatively simple. Yet another "soldier of the Prince" arrives at the estate, part of the force from the Prince's starship (so he claims). The soldier brings terrible news: the plot has been leaked, the ship was searched, and the money discovered. Only this one soldier escaped.

This is a crushing blow to the Cause. Without the money, there is no hope of rallying supporters on Claverse and

securing a safe landing place for the troops in transit. The whole plot must be abandoned.

If Lord Colin is sufficiently committed to the Cause, this is his opportunity to step in and rescue the Maxwellian fortunes – by committing the money to his Prince himself. And this, of course, is exactly what Comyn's scheme entails. Resolve the response normally at the time of the visit from the "soldier" bearing the bad findings. The previous notes concerning the possible interaction of the financial manager should be kept in mind.

The payoff will be made in cash – anything up to Cr15 million. Should Lord Colin be "unconvinced" by the scam – actually, this would indicate reluctance to commit himself, in most cases – he is still liable to offer the "Prince" his personal space-yacht as a way to escape in the wake of this sudden disaster. Thus, the scheme is liable to pay off even if the hard cash is lacking.

REFEREE'S NOTES

A few final comments are in order when considering this scenario as a *Traveller* adventure situation.

COMPLICATIONS

There is always the chance that a scam, no matter how carefully planned, will run into unforeseen circumstances that may pose a hazard to the adventurers staging it.

The Maxwell Conspiracy: It is possible that Lord Colin Blackwell is *already* involved in a Maxwellian plot... nothing so dramatic as an actual rising led by the Prince, of course, but rather an involvement with local agents of Prince Roger interested in gathering information and stirring up discontent against the Caledonian government. In such a case, Lord Colin is already funneling money into the coffers of the Maxwell's and their supporters, and has many contacts. As a result, the scam is not likely to succeed, and the con artists are liable to become the subject of unpleasant inquiries at the hands of the exiled Prince's real agents.

The Government Spy: Blackwell's support for the Maxwell faction is well known, and, while he is generally considered a harmless old crackpot, it is possible that the government of the Principality could take sufficient interest in the chances of Maxwellian discontent becoming a fresh danger to the Principality. As a result, a spy could easily be planted in Lord Colin's household.

If the adventurers are at all successful in running the scam well enough to take in this spy, there is a definite possibility that the group could end up getting themselves into very deep trouble. The arrival of "Prince Roger Maxwell" on Claverse could cause a considerable stir – one that would bring in Caledonian troops to seize this enemy of the throne.

This complication will put the party in a dangerous position, threatened with death on one hand, and arrest for their crime on the other. Such a situation could lead to some interesting possibilities for adventure, possibly leading to other scenarios as well.

THE PLAYERS AS MARKS

If the referee so desires, the players may be involved on the other side of the scam. Instead of being con artists, the group can be recently hired additions to Lord Colin's household staff. The appearance of Maxwell's "aides" could prompt members of the staff to order the adventurers to investigate the situation.

In such a case, the scam must be run against the adventurers as well as against Lord Colin. If the adventurers believe it, their employer will be taken in eventually. Should they penetrate the deception, they must convince Blackwell of the fraud; doing so may bring them great reward from the old man.

A Matter of Reputation

This adventure is set on Caledon (Caledon 0205 A8688A5-C), The capital of a sovereign state known as the Principality of Caledon. The Principality is located just beyond the bounds of the Imperium, in the Reavers' Deep sector. A rich world, Caledon is extremely similar to Earth, and is almost ideal in every way for human habitation. It is now a thoroughly civilized planet, most interesting for the political and business institutions of the planet (and the Principality) rather than any particularly intriguing physical or cultural aspects.

The planet is a self-conscious reversion to a semi-feudal society, updated to function in a high-tech setting. A hereditary nobility provides leadership and a focus of personal loyalties, but the nobility is not out of reach of the common citizen. Patents of nobility are frequently rewarded to individuals of common origins in return for outstanding services to the crown, which encourages loyalty and effort to a degree not found in more egalitarian domains. The Sovereign Prince reigns as the leading nobleman of the state, with powers checked by a Constitution which provides for three legislative bodies – the House of Lords, the House of Delegates, and the Grand Senate.

Caledon is home to a number of businesses and mercantile or commercial endeavors; indeed, much of the strength of today's Principality is founded on the far-flung explorers of the "Golden Age" of the commercial expansion. There is a great deal of rivalry between the various businesses, and particularly between the Merchant Houses, whose members make use of their financial power to gain a considerable say in the government of the realm.

Referee's Notes: The setting of this adventure can be moved to any region, including the Solomani Rim or The Spinward Marches or any other sector desired, with minimal changes. The only real requirements for the scenario are that it takes place on a fairly sophisticated and civilized world where many businesses are based, and where locally conferred titles of nobility are still available. Otherwise, details can be changed as needed to make the world conform to any alternate setting desired.

THE CON ARTIST

This scenario is designed for use by a group of player characters that have been recruited to assist a skilled con artist in an elaborate scam. This permits them to concentrate on game rules and interactions, without having to worry about coming up with the actual details of how the sting is to be assembled and run. The group's mentor handles these matters, a master con artist named Andrew Comyn.

Comyn is an old hand at the deceptions and tricks of scams and stings of all kinds. He has been living on the gullibility of others for nearly 30 years. Not long ago, however, an accident aboard the interstellar liner *Scotian Star*, severely damaged in a freak asteroid collision, injured the con artist badly. Drifting, red-hot debris left Comyn with extensive scarring, and he lost the use of his legs as well. Much of his money was lost in the incident, and more was spent in treatment and recovery after the survivors were rescued.

Comyn's injuries can all be corrected through surgery, but the operations required will cost far more money than he has on hand; the con artist must therefore earn that money, and is back to his confidence games with renewed vigor and interest. Because of his wounds, however, many of the details of execution must now be delegated to assistants who do not have Comyn's handicaps. For this reason, the adventurers have been brought in to take care of these activities that Comyn is no longer capable of doing for himself.

Stats and skills for the con artist are listed below.

Name: Andrew Comyn
UPP: 5A3A96
UBP: A3CA48
Traits: Greed (4)
Service: Con Artist, 7 Terms, Age 46
Skills: Bribery-2, Scam-4, Document Forgery-3, Recruiting-3, Jack-of-Trades-3, Streetwise-1, Grav Vehicle-1, Body Pistol-1,
Money: Cr 20,000 and 2 High Passage Tickets
Possessions: Document Forgery Equipment, Forged ID papers (level-3)

THE PLAN

While on Caledon, the capital of the Principality, Comyn was approached by a businessman who recognized the con artist from a news story concerning the *Scotian Star* accident. This business executive, Robert O'Delany, is a high-ranking member of a prominent mercantile corporation, Cargonaut Traders and Factors Amalgamated; he is familiar with Andrew Comyn's reputation as a con artist, and has amassed enough evidence concerning the con artist's most recent exploits to assemble quite an effective legal case against him (and any adventurers who have worked for him on a regular

basis, if this scenario is played as part of an ongoing campaign).

O'Delany promises to turn over all this evidence if Comyn, in return, will assist him. The executive has a rival, a key figure in a rival trading company by the name of Marion Grey. This woman – and her company – are the only things standing in the way of a lucrative government shipping contract that O'Delany wants for his own firm, and he intends to see to it that those obstacles are removed.

Marion Grey has all but secured the contract in question by building a reputation for herself as one of the most honest and dependable corporate representatives in the Principality. To clinch her position, she turned over to the government important records pertaining to a number of potentially vital resources discovered on various planets near the borders of the Principality, making rights to the resources a gift to the Sovereign Prince. The government, to acknowledge her actions, now plans to bestow a patent of nobility upon her. Once she becomes a Baroness, she will be in such a strong position that her company will be certain to get the contract.

O'Delany wants Marion Grey to be thoroughly discredited prior to the actual ceremony elevating her to the nobility. If government representatives see her as dishonest, disloyal, undependable, perhaps even drunk or on the verge of a nervous breakdown, both the patent of nobility and the award of the contract will be reconsidered; without her pure reputation, Marion Grey cannot hold on to either. As O'Delany's company is the only other firm that is capable of fulfilling this particular contract, the ruin of Marion Grey should accomplish exactly what O'Delany wants all the way around.

Comyn has little recourse; O'Delany's blackmail scheme is a most effective way to secure his cooperation in this. Thus Comyn turns to a group of adventurers to assist him in a difficult task – convincing representatives of the government that their trust in Marion Grey has been misplaced.

THE SCAM

The material that follows outlines specific elements of the scam Comyn develops to satisfy O'Delany's requirements. Each section contains general information on the overall situation, commentary on Comyn's plans relating to that specific portion of the scam, and notes on how the situation is resolved in actual game terms. The referee may lead the characters through the scam step by step, letting them follow the con artist's plan and allowing the players to experience the flow of interaction in the game as they do so. Players should be encouraged, however, to look for ways to improve upon the plan as presented here, perhaps finding more effective approaches that will help them to reach their goal.

THE MARK

This mark in this scam is *not* Marion Grey; rather it is Sir John MacAlasdair, a government functionary. MacAlasdair has been assigned to brief Marion Grey on matters of protocol and procedure for the upcoming ceremony, and thus is frequently in her company. It is he who must be convinced that the lady is not worthy of the honor of being bestowed upon her; if he is convinced of this fact, his report to his superiors will be crucial in halting the whole affair.

Stats and skills for Sir John are provided below, generated according to the "Noble" career in Supplement 4, *Citizens of the Imperium.*

Name: Sir John MacAlasdair
UPP: 8978CB
UBP: AA8757
Traits: Ambition (9), Morality (5)
Service: Noble/Knight, 3 Terms, Age 30
Skills: Liaison-2, Leader-1, Foil-1, Carousing-1,
Money: Cr 250,000
Possessions: Foil

O'Delany has already done extensive research on MacAlasdair; treat the situation as if Comyn has had the chance to study him for 15 days. Use the guidelines given in the *Con Artists & Confidence Games* chapter to determine the effects of this research on the initial preparation of the scam.

THE APPROACH

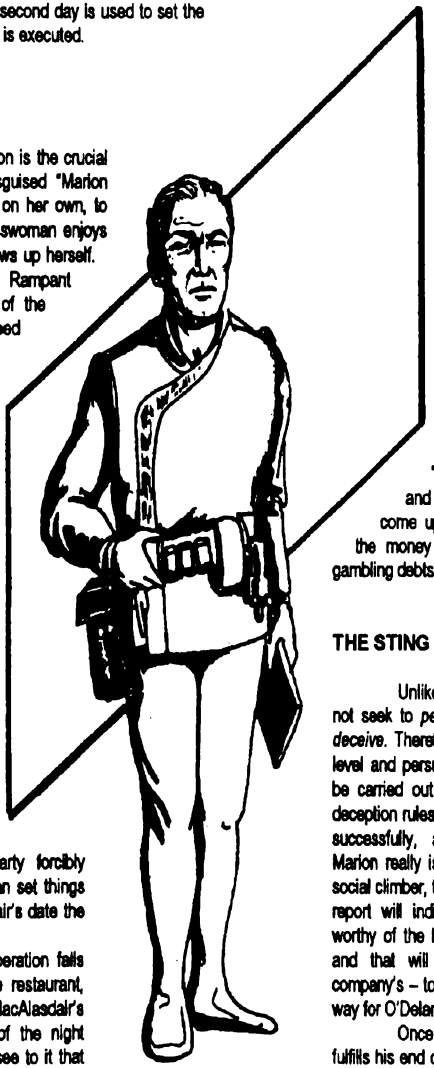
Comyn's plan to turn MacAlasdair against Grey hinges on MacAlasdair's reputation as an upright, almost priggish individual. If MacAlasdair believes that Marion Grey, the sober, upstanding business executive, is actually a wild, high-living, shameless libertine, his respect for her will quickly evaporate, along with his support. To do this, Comyn needs to recruit a female disguise artist who can impersonate Marion, and arrange for several other small surprises that will cause considerable problems for the lady.

MacAlasdair's favorite restaurant, an upper crust establishment called "The Rampant Lion," is the major target for Comyn's scam. He needs to arrange to plant at least one of the adventurers (preferably one with steward or a very high Jack-of-Trade skill) on the staff as a waiter, probably using forged letters of recommendation and other such methods. This inside man is crucial to the plan. The other major need is access to Grey's penthouse apartment, no great problem through some simple deception – or outright bribery – of the landlord there.

O'Delany has learned that MacAlasdair and Grey will be going out on the town in three days' time to celebrate, in a quiet way, the upcoming elevation of the lady. Comyn's plan is to use this "quiet celebration" to give MacAlasdair a whole new perspective on Marion Grey. The first day can be spent in basic preparations – the minor forgeries, planning, and study needed to set everything in motion. The second day is used to set the stage. On the third day, the scam is executed.

PLAYING THE MARK

Day two of the operation is the crucial one. On this day, Comyn's disguised "Marion Grey" is to go out on the town on her own, to make sure that the real businesswoman enjoys quite a reputation when she shows up herself. The lady is not known at The Rampant Lion, so the impersonation is of the simplest kind. The false Grey need only make sure that her voice and face are known.



Comyn sends her out in the company of two male adventurers; at The Rampant Lion, these three proceed to behave in a boisterous fashion, drinking heavily, and attracting attention. A photographer wandering the floor providing souvenirs can be asked to take a picture of the party, and then requested to deliver it the *next* evening, as the lady will be back then. As a climax, Grey's escorts should start a drunken brawl (unpardonable in a restaurant such as The Rampant Lion), getting the party forcibly ejected. This whole operation can set things up very effectively for MacAlasdair's date the following evening.

The next night, the operation falls into two distinct phases. At the restaurant, things should be set up to draw MacAlasdair's attention to "Grey's" behavior of the night before. The planted waiter can see to it that things move along smoothly, offering the lady exotic drinks (MacAlasdair doesn't drink, and neither does Grey – as far as he knows). The photographer can be reminded to deliver her photograph, showing "Grey" carrying on, obviously having a *very* good time in the company of two handsome men. Grey will of course deny having anything to do with the picture, which will only draw MacAlasdair's attention. As a climax, Comyn has one of "Grey's" two male companions of the night before force his way into the restaurant, making a scene. He accuses Grey of dropping him in favor of another man... and then "notices" MacAlasdair, begins ranting about Grey's infidelity, and starts a fight with MacAlasdair himself. Grey's denials will by this time become rather unconvincing in the light of the gathering "proof" of her "other life."

The final scene is staged at her apartment when MacAlasdair returns her home after the restaurant incident. Here Comyn has planted additional evidence against her. Having gained access in her absence, the apartment has been given an extensive stock of liquor – and "Grey's" *other* male friend of the night before, wearing rumpled clothing and drenched with enough alcohol to convincingly appear to be a drunken bum. As MacAlasdair escorts Grey to her door, the man makes an appearance, apparently in an alcoholic haze, telling Grey that he's tired of waiting for her to "pry the title out of those fools," and maintaining that they need to come up with another approach to raise the money they need to pay off Marion's gambling debts.

THE STING

Unlike the other scams, this one does not seek to *persuade* so much as it intends to *deceive*. Therefore, instead of the usual reaction level and persuasion process, this scam should be carried out through the use of the straight deception rules. If this series of lies is carried out successfully, and MacAlasdair believes that Marion really is a self-indulgent, pleasure-loving social climber, the scam has been successful. His report will indicate that Grey is definitely not worthy of the honor originally proposed for her, and that will end her chances – and her company's – to win the contract, thus paving the way for O'Delany, as agreed.

Once this has happened, O'Delany fulfills his end of the bargain, and the scenario is completed.

REFEREE'S NOTES

A few final comments are in order and presented below when considering this scenario as a *Traveller* adventure situation.

COMPLICATIONS

Scams do not always come off in quite the anticipated fashion. This can cause extra problems for the adventurers.

The Alibi: Comyn's scheme depends upon having "Marion Grey" appear at The Rampant Lion the night before she and MacAlasdair go out. This could be awkward if Marion Grey actually can be established as having been somewhere else – and particularly if MacAlasdair saw her.

The referee should secretly determine if Grey has any plans for that evening, and the nature of those plans. If she does, this could be used as an alibi to undo all the work the adventurers have invested in this deception.

However, if the adventurers are on the ball, they may realize the need to tie up Marion Grey effectively. In such a case, a whole additional deception might be merited as a diversion to keep her busy, such as a phony "client meeting" at which time one of the adventurers poses as a broker with an important contract who wants to meet with Grey at once. Assuming Grey can be persuaded to give up her original plans, this small scam can be made to contribute to her downfall, since she will claim the alibi – only to have it turn out that no such broker exists, with the obvious implication that she is just trying a very bad lie to get out of trouble. If such interaction with Grey is required, use the stats and skills listed for Grey below.

Name: Marion Grey
UPP: 6A9AA9
UBP: BA988A
Traits: Ambition (8), Love of Work (9)
Service: Business Executive, 4 Terms, Age 34
Skills: Admin-2, Liaison-2, Broker-1, Computer-1
Money: Cr 20,000
Possessions: Body Pistol

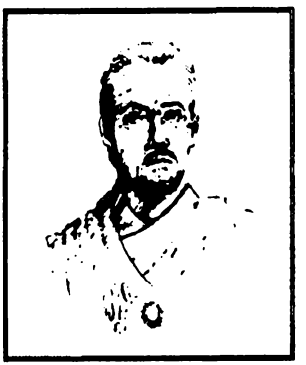
ALTERNATIVES

The ruin of Marion Grey's reputation is the most straightforward way of dealing with O'Delany's blackmail, but it is not necessarily the *only* way. An attractive alternative might be to run a scam on *O'Delany*, instead, to make him give up the evidence against Comyn without getting involved in a scam directed against Grey. After all, if the adventurers can make MacAlasdair believe that Grey is something other than what she really is, they can equally attempt to make O'Delany believe that they have carried out his request.

Comyn has been taken so much by surprise that he has no real plan, But the adventurers may be encouraged to develop a scam on their own, directed at convincing O'Delany that they have accomplished the task given him. Such a scheme would probably revolve around the "award" of the contract to O'Delany's company, together with convincing proof that Marion Grey has been eclipsed. How this is done, however, should be thought up by the players, rather than laid out as a detailed plan from a superior source.

Grey might be enlisted in the plan, or her double might be used without her knowledge. There are many possibilities that might be explored effectively.

If such a scheme is mounted, use the stats below for Robert O'Delany.



Name: Robert O'Delany
UPP: 9889A7
UBP: C9A93D
Traits: Greed (3)
Service: Business Executive, 7 Terms, Age 46
Skills: Admin-3, Broker-2, Liaison-2, Computer-1, Carousing-1, Streetwise-1
Money: Cr 150,000
Possessions: Company Yacht

THE ADVENTURERS AS MARKS

Should the referee desire to run this scam *against* the adventurers, the rules for deception and persuasion of player-characters should be applied. The adventuring group consists of characters hired discretely by MacAlasdair to double-check Marion Grey's suitability for the upcoming honor of enrollment into the nobility, and O'Delany plans to fool the group into making a bad report, using Comyn and his plan. Discovery of the scam could lead to a substantial reward from Grey, while belief in the deception could set the group up for her vengeance at some later date. Details of such situations are left up to the referee.

Escape from Scotia

This adventure is set on Scotia (Caledon 0306 B789434-B), a non-industrial world with extensive oceans and numerous islands and island chains. The planet has long been reserved by the Principality government as a world of estates, with ownership of individual islands (and titles associated with them) being parceled out to individuals or families as rewards for excellent service to the Prince of Caledon, who personally owns title to the world. Most major nobles and prominent businessmen own islands on Scotia.

These island estates generally support private retreats, summer homes, meeting-places, or small vacation resorts. A few are even the location of resort hotels, offering ordinary tourists the chance to spend a few days or weeks on the world billed as "Playground of the Nobility."

A large number of the island estates of Scotia are too expensive for the owners to maintain, which prompts a turnover in ownership on a fairly regular basis. The acquisition of such island estates – and the titles that go with them – is a frequent way for ambitious individuals to acquire access to the aristocracy.

Referee's Notes: The referee may wish to set this adventure in some locale other than Scotia/Caledon in Reavers' Deep. This is not a difficult process, though some care should be exercised to retain the basic highlights of the background situation. Little needs to be changed in order to set this scenario in The Spinward Marches, the Solomani Rim, or any other region, so long as a few basic guidelines are followed.

The primary need is for a world that fits certain basic characteristics – low population, low law level, and loose government being the prime essentials. Scotia is water-covered with islands and archipelagoes, but this is not absolutely essential (though it is desirable) in choosing another "estate world" on which to set the adventure situation.

When creating a new background, the referee should change individual details of the adventure to suit the new situation being created. Within these very general bounds, however, the adventure is perfectly valid for any backdrop or setting.

IN MEDIAS RES

Unlike any of the other adventure scenarios in this supplement, this situation opens in the midst of a scam, rather than at the start. The adventurers, in the employ of a master con artist named Andrew Comyn, have been engaged in a scheme to swindle a "weekend noble" – a retired merchant officer who has acquired a title and estate on Scotia – of his property.

Comyn, crippled by an accident and confined to a wheelchair, hatched a plan to convince this former merchant, a massive, ill-bred man by the name of George Innes, that his estate and title were acquired illegally. The adventurers were posing as the rightful heir and his entourage, the scam involved an intricate attempt to convince Innes that he was in the wrong, and to force him into paying a massive sum of money as "compensation" to the false noble – in exchange for which the noble would graciously decide to permit Innes to retain the estate and title rather than engaging in legal action.

All was going well... save for one thing. Innes proved cannier than anyone had thought. He ran a check on the supposed noble and his entourage, and his contacts at Scotia Down Starport reported correctly that this party, in the company of a scarred, wheelchair-bound man, had debarked from a commercial vessel only a few days before. And Innes, with his own fair share of knowledge of the criminal element in the Principality, quickly recognized a description of Andrew Comyn, and knew the con for what it was. His friends at the starport contacted the authorities to detain the con artist; Innes, meanwhile, set out to take care of the master's accomplices.

It was only luck that an overheard conversation and an impatient mark combined to tip off the adventurers. Instead of a neat trap, Innes faced a brief gun battle and a hasty retreat by the adventurers. They reached the ex-merchant's seaside dock and secured his fastest hydrofoil speedboat, damaging the other boats that might follow them in the process.

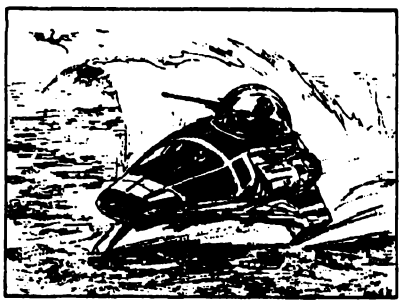
Now, cutting across the waves towards Starport Archipelago, the adventurers must take stock of their situation. The vengeful Innes is unlikely to let them escape so easily from his grasp, and their mentor is in custody. Their options are

limited. Fast thinking and fast action will be required to escape from Scotia unscathed.

Although it is conceivable that the adventurers might be able to use force to get free, such an approach is risky. Given a basic inclination towards the art of the con and the sting (else why would they have been involved in Comyn's scam in the first place?), the adventurers are far more likely to use deception and deceit to win free, using their wits instead of their weapons to win free.

RESOURCES

The characters, forced to beat a hasty retreat from the Innes estate, had no time to secure much of their gear. They have the stolen hydrofoil, of course, and its contents – a simple survival kit containing food and water, a flare gun and signal flares, a mechanical tool kit, four sets of basic swimming gear (masks, fins, snorkels, etc.), an inflatable life raft, a grappling hook and rope, four cold-light lanterns, two electric torches, a first-aid kit, and a pair of binoculars. The hydrofoil also contains a radio and other miscellaneous bits of nautical gear.



Each of the adventurers is armed, some with personal weapons, others with guns or blades snatched from fallen opponents during the escape. These weapons (selected by the referee; each character, on an 8+, may select his or her own weapon instead), and the clothes on their back, complete the equipment and possessions available to the group. Caught by surprise, they weren't even all carrying their money, the total cash available to the group is only Cr150. There is more stashed in a starport bank in their names, but this is almost certainly being watched by the authorities.

With these slim resources, and a whole world against them, the adventurers face a dangerous challenge to their abilities and talents.

THE OPPOSITION

Scotia's loose organization supports little in the way of law enforcement. At Scotia Down Starport, there is a Royal Port Enforcement detachment to maintain order within the extrality fence; these are the only real police on the planet.

Private security forces, which most estate owners (including Innes) maintain provide all other security and enforcement measures, for the protection of their persons and their property. Innes has many friends among other estate owners, and can raise a fairly large number of vigilante-type pursuers to seek out the adventurers. He also has the ear of the starport police, and can expect their cooperation in tracking down his enemies.

OPTIONS

The primary objective of the adventurers is to escape. How they do this is strictly up to them. There are certain other subsidiary goals that may present themselves, either as separate objectives, or as means to an end. These are considered, in order, below.

Escape: To get off Scotia, commercial transport is required. The adventurers will need to gain access to the starport, find a ship that will carry passengers, and arrange to travel when the vessel departs. The chief obstacles to the process are the need to pay for passage, the need for exit visas in order to leave, and the dangers of being spotted by the police.

Money: The group's money remains safe and secure in a starport bank, the account monitored by the police. If the adventurers want access to their cash, either to pay for passage or equipment, or just so they don't have to abandon it, they must find a way to get access to this money without alerting the police.

The amount of cash available is that which is considered to belong to the adventurers (pre-generated characters have a cash balance assigned; newly generated characters have their mustering-out cash benefits; characters drawn from an ongoing campaign have their normal cash balance available), less a total of Cr 150 representing "pocket change."

The Con Artist: Andrew Comyn, now being detained by the police at the starport, could be another objective. The old con artist is both an employer and a friend, and characters with any kind of conscience will be unwilling to abandon him without at least making an effort to set Comyn free.

Springing Comyn without themselves being caught would be a major coup for the adventurers – but also the most difficult of all possible tasks.

SCAMS

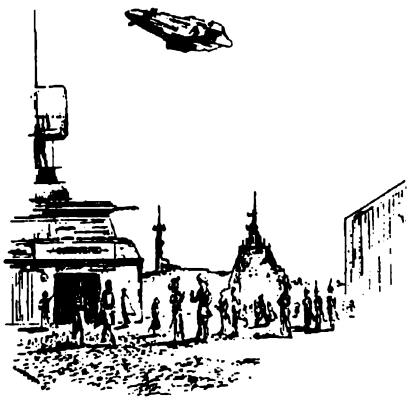
In other scenarios, a detailed plan of attack was presented, to encourage the players to concentrate on game interaction while allowing the difficulties of arriving at actual scams to be solved by an expert in the field, Andrew Comyn. In this adventure situation, however, Comyn is not available, and the situation calls for a great deal of hasty improvisation of schemes and plans. Thus, a detailed plan is *not* presented here for any of the scams that might be undertaken to enable the group to win free.

This scenario is designed to give the group a chance to come up with suitable scams and deceptions as needed.

Guidelines for some of the basic possibilities of each overall situation are given, but it is left to individual players to develop the methods by which any particular goal is to be obtained. The interaction between the referee and players will set the overall pace and flow of the adventure as it unfolds.

STARPORT AND STARTOWN

Starport Island is a fairly large isle housing the major starport facilities on Scotia (though many estates around the planet have shuttle ports and small landing fields for use by private parties, excursion groups, and the like). Adjacent to the extrality boundary of the port is a "startown" district, one of those typical collections of bars, casinos, shops, and less reputable establishments catering to the many and varied needs of the spaceman. Scotia's startown is somewhat smaller and less garish than most, since neither the port or the startown district is associated with any sort of major population center (as is usually the case on most worlds). Still, with the right contacts a talented individual can find almost anything in Startown, from a good evening's entertainment to a criminal specialist and from legitimate equipment to a knife in the back.



Characters may venture into Startown for any of a number of reasons – to make contacts with talented forgers or counterfeiters, to meet ship captains, to acquire equipment, or just to lie low. But unfortunately their enemy, Innes, has his own Startown contacts, built up back when he was still a merchant. Any time the characters transact any sort of business, legitimate or illicit, in Startown there is a chance that Innes will hear of it. Roll 5+ for this to happen, DM- the streetwise skill of the character transacting that business (or bribery skill, if bribes are used to cover the group's tracks). The first time Innes is notified, a group of his bullyboys – at least equal in numbers to the group – will arrive 2d hours later. Every subsequent time, the response is 1d x 10 minutes later, instead, since they are already in Startown searching for the group.

SCAMMING THE BANK

If the adventurers seek to gain access to their money, they will probably need a disguise. The two most obvious options are to adopt the pose of a bank employee, or of an enforcer. The later case would be particularly effective, assuming the adventurers could get hold of the proper uniform(s) and fabricate a convincing story concerning a decision to seize the money for police purposes. Success or failure will depend on the quality of the plan and the talents of the adventurers attempting the scam.

ANDREW COMYN

The *only* way to free Comyn also involves the impersonation of enforcement officials – and on their home ground, at that. Here the options for possible stories are numerous, but the adventurers should be much handicapped by a lack of detailed knowledge concerning the procedures and formalities of gaining access to a prisoner such as Comyn.

If Comyn is sprung, this will cause a general tightening of security that the referee should take into account as the adventure proceeds. The adventurers are advised to leave this rescue as late as possible, and to take advantage of possible confusion arising immediately after such an action, before higher authority can clamp down on the situation and remove this possible source of confusion.

THE ESCAPE

If the adventurers have money for a passage, they need only worry about the authorities; a merchant skipper will carry them if they can pay and if transporting them won't jeopardize his ship.

In the absence of money, however, the adventurers may have to resort to a scam for transportation. The nature of such a scam will depend on the plans evolved by the players. They might pose as temporarily penniless individuals promising far larger payments than usual on reaching the next port-of-call, or they might find a way around paying at all – by impersonating safety inspectors, agents of a line owner, or other people who might be able to secure such a free passage. It may be that only some of the group will need to do this, if they have been able to obtain some, but not quite enough, money for passages.

OTHER SCAMS

It is possible that the adventurers will decide to raise money for the passages by scamming it. Location of a possible mark, and the scam itself, should be handled according to the concepts and rules presented in this supplement (see particularly the chapter titled *Con Artists & Confidence Games*).

OTHER CONSIDERATIONS

In addition to scams, certain other techniques discussed in this supplement may come into play from time to time. Some possible topics for consideration are presented below.

FORGERY

Forgery is one way to obtain false identifications, and particularly the exit visas essential if characters are to be freely permitted to board a starship and leave. If the characters don't have suitable forgery skills, experts can be located in Startown. Use the rules and guidelines in Section I of this supplement to determine the effects of various forgeries that may be attempted.

DISGUISES

Pictures, of the adventurers have been circulated, both among the starport police and among the various cronies working with Innes. Techniques of disguise may be used in hopes of throwing off possible pursuers. Disguise kits may be obtained in Startown; any character with Disguide-5+ can improvise a disguise kit out of various ordinary materials over the course of 1d days without having to make him or herself visible.

Section I: Rules contains all that is needed to resolve disguise interactions.

PERSUASION

It is possible that, instead of launching a scam, the adventurers may wish to enlist the help of a merchant captain without attempting any deception. If the captain could be persuaded to take a risk, he might be talked into helping the adventurers get on board without exit visas, or to give them passage in exchange for a promised return at a later date. The persuasion rules can be used normally in such cases; generally, the reaction of most merchant captains will tend to be negative to such requests, but a fast-talking group might be able to convince him or her otherwise.

THE ADVENTURERS AS MARKS

Adventurers might be involved in this adventure situation without being the con men on the run postulated above. There are several options; some obvious ones are presented here.

The Merchant Crew: The adventurers might be merchants on a stopover at Scotia, chosen by a handful of fugitive con artists to provide quick transportation off-planet.

The referee can develop a scam and set it in action against the group, using the rules on deception and persuasion of player-characters. If the group is not fooled, and connects this group to reports of a band of escaping criminals being hunted by starport authorities, the group stands to win praise from the police, and a monetary reward and influence from Innes, if they turn these criminals in. On the other hand, if the scam is a success the adventurers are likely to be left waiting for money which never turns up, and threatened with accusations as accessories by the furious, and fairly influential, Innes.

The Hunters: Innes periodically hires outsiders to beef up his security staff, and might easily have added the adventurers to this group shortly before a con game like the one described in this chapter came to light. The adventurers then become part of the hunt for the fleeing con artists.

Such an adventure would be a more traditional scenario than most in this supplement, but there may still be opportunities to make use of many of the interaction rules in this supplement, either by or against the player characters.

SECTION III: APPENDICES

A: Charts and Tables

OVERVIEW

This appendix contains charts and tables, and summaries of important rules information from the first section of this supplement. It is included separately in this appendix to facilitate easier play.

The referee may wish to photocopy some or all of the pages in this appendix and permit players to keep them as reference.

CHARACTER TRAITS						
Red Die	White Die					
	1	2	3	4	5	6
1	Greed	Greed	Greed	Love	Love	Love
2	Hate	Hate	Hate	Fear	Fear	Fear
3	Ambition	Ambition	Ambition	Hope	Hope	Hope
4	Security	Family	Pleasure	Rivalry	Jealously	Compassion
5	Scandal	Duty	Devotion	Honor	Laziness	Charity
6	Envy	Glory	Patriotism	Friendly	Religion	Politics
Procedure: Roll 1d'2 (round up) times on table. Throw out duplicate results. Use the traits indicated to build a picture of character motivations, and the "character" stat to determine the strength of those motivations.						

BEHAVIOR ATTRIBUTES	
Persuasion (2d):	The ability to speak convincingly and persuasively.
Charm (2d):	The overall appearance, aura, and dominance of the individual.
Insight (2d):	The character's ability to judge others in terms of beliefs and behavior.
Gullibility (2d):	The character's resistance to manipulation and deceit.
Character (2d):	The character's strength of moral or ethical purpose, usually tied to a specific character trait.
Will (2d):	The overall resistance of the individual to the domination of others.
After rolling up each characteristic, roll 2d and apply the points thus gained among any of the six behavioral attributes in any fashion desired. No attribute may be raised above 15. At the referee's option, players may reduce some attributes (never below 1) to raise others further.	

ATTRIBUTE MODIFIERS	
Strength Modifier	Strength-2d
Dexterity Modifier	Dexterity-2d
Endurance Modifier	Endurance-2d
Intelligence Modifier	Intelligence-2d
Education Modifier	Education-2d
Social Modifier	Social Standing-2d
Persuasion Modifier	Persuasion-2d
Charm Modifier	Charm-2d
Insight Modifier	Insight-2d
Gullibility Modifier	Gullibility-2d
Character Modifier	Character-2d
Will Modifier	Will-2d
A result may be positive, negative, or zero. Add the modifier as indicated in the appropriate interaction guidelines; adding a negative number is, of course, subtraction.	

DECEPTIONS			
Type of Deception	**Attack Value**	**Defense Value**	**Calculation**
Circumstantial Lie	2d + Insight Mod + Persuasion Mod + 1/2 Leader skill + 1/2 Liaison skill + 1/2 Recruiting skill + 1/2 other skills (*)	Gullibility	Attack - Defense Positive = success Negative = failure
Factual Lie	As for circumstantial lies	Gullibility + Intelligence + Education + appropriate skills (*)	Attack-Defense as above
Diversion	2d + Charm Mod	Will	Attack-Defense as above
Image	Roll Charm or less, DM-appropriate skills (*) Successful roll allows automatic success		
Disguise	As Image, but on each interaction instead of on first encounter only. Disguise skill required		
Impersonation (Crowd)	As Disguise, but Mimic skill is required		
Impersonation (Acquaintance)	2d + Charm Mod + Mimic Skill + Disguise Skill	Gullibility + Intelligence	Attack – Defense Positive = success Negative = failure
Impersonation (Intimates)	2d + Charm Mod + Disguise Skill + Mimic Skill	Gullibility + Intelligence + Will	Attack - Defense As above
Mimicry	As for Image, Disguise, or Impersonation, but using Mimic skill x 2 as only skill modifier. Used only for vocal disguise situations		
* Appropriate skills are those determined as being worthwhile by the referee.			

BASIC MORALE		
Basic Morale	2d	
Service DMs	Marines + 2 Army + 1 Navy + 1 Merchants 0 Scouts 0 Others 0 Rogues 0 Bureaucrats – 1 Diplomats – 1	Sailors + 1 Flyers + 2 Doctors – 1 Barbarians + 1 Nobles 0 Belters 0 Scientists – 1 Pirates + 2 Hunters + 1
Time DMs	Per term of service, roll 2d 10+, DM + 1 5-, DM – 1 Otherwise, DM – 0	

ADVANCED MORALE	
Untrained Characters	1d
Trained Characters	1d + 1
Veterans & Veteran Officers	Characters from basic generation system Army, Navy, Marine, Scout, Flyer, Sailor, or Pirate services receive 1d + 1 + number of terms of service + tactics or ship's tactics skill levels
Mercenaries	Characters generated by Book 4, *Mercenary*, or Book 5, *High Guard*, receive 1 point per combat service ribbon/combat command, purple heart, level of tactical skill, and MCUF. Two points are received per MCG. Three points are received per SHE. Add the roll of 1d

PERSUASION			
Type of Persuasion	**Attack Value**	**Defense Value**	**Calculation**
Appeal to Reason	2d + Persuasion Mod + Liaison Skill + Admin Skill	Intelligence	Attack – Defense Positive = success Negative = failure
Appeal to Ignorance	2d + Persuasion Mod + Education Mod + Appropriate skill (*)	Intelligence + Education + Will	Attack – Defense Positive = success Negative = failure
Emotional Appeal	2d + Persuasion Mod + Charm Mod + Liaison Skill + Recruiting Skill + Leader Skill	Will + Character + Gullibility	Attack – Defense Positive = success Negative = failure
Appeal to Character	2d + Persuasion Mod + Bribery Skill	Character	Attack – Defense Positive = success Negative = failure Insight saving throw required before attack may be made
Physical Persuasion (Basic)	Will + Strength Mod + Endurance Mod + Insight Mod + Applicable skill (*)	Morale + Will + Endurance Mod	Attack – Defense See rules
Physical Persuasion (Advanced)	As above	Will + Endurance Mod + Morale Mod	As above
Forgery	2d + Dexterity Mod + Forgery Skill (All of *forger*)	Intelligence + Gullibility	Attack – Defense See rules
Bribery	2d + Charm Mod + Bribery Skill + "Price" Mod	Will or Character See rules	Attack – Defense See rules
Blackmail	Insight + Charm Mod + Persuasion Mod	Will + Character + Gullibility	Attack – Defense Result is change in Reaction Level

INSIGHT
To Determine Attributes
Insight – 2d gives number of stats which can be determined. Positive numbers are accurately revealed stats; negative numbers are incorrectly estimated.
To Determine Personality
Roll Insight or less to determine any one specific character trait, during any one encounter.
To Determine Reaction Levels
Roll Insight or less to determine the current reaction level of an individual *once per encounter.*

REACTION TABLE	
Die	**Reaction Description**
2	Violent Opposition
3	Very Hostile
4	Hostile
5	Strong Dislike
6	Unreceptive
7	Noncommittal
8	Interested
9	Intrigued
10	Responsive
11	Enthusiastic
12	Genuinely Friendly
Throw to determine the Reaction Level to a given concept, plan, situation, etc. Once the reaction level is established, a throw less than the given level must be rolled for the individual's response to be *favorable*.	
Reaction levels are determined as follows:	
Random	Throw 2d
Generally Unfavorable	Throw 1d + 1
Generally Favorable	Throw 1d + 6
Deliberate	Set reaction level as desired

INTERROGATION			
Type of Interrogation	**Attack Value**	**Defense Value**	**Calculation**
Debriefing	2d + Insight Mod + Charm Mod + Persuasion Mod + Interrogation Skill + Liaison Skill	Intelligence + Education + Gullibility + Will – Reaction Level	Attack – Defense (Use only if subject wishes to hide information). Positive result reveals information.
Questioning	2d + Intelligence Mod + Persuasion Mod + Insight Mod + Interrogation Skill	Will + Intelligence + Gullibility + Character	Attack – Defense Positive = "Break"
Psychological Interrogation	2d + Intelligence Mod + Charm Mod + Insight Mod + Interrogation Skill	Will + Intelligence + Character	Attack – Defense Positive = "Break"
Physical Interrogation	2d + Intelligence Mod + Insight Mod + Interrogation Mod + Medical Skill	Will + Endurance + Character	Attack – Defense Positive = "Break"

HAGGLING	
The Actual Value Table	
Die Roll	**Percentage Value Offered on Base Price**
2	40%
3	50%
4	70%
5	80%
6	90%
7	100%
8	110%
9	120%
10	130%
11	150%
12	170%
13	200%
14	300%
15	400%
1. Establish Asking Price and/or Initial Offer.	
2. Establish Reaction Level to price changes.	
3. Persuasion for price changes may be attempted.	
4.Establish Responses to price change attempt.	
5.Favorable – alter price on one level in favor of successful individual. Unfavorable – no further price changes possible.	
6. Establish new Reaction Levels to price changes (with DM –1 per change already obtained).	
7. Repeat steps 3-6 until agreement is reached.	
Note: All haggling persuasion attempts may use Broker or Trader skills as favorable DMs to the persuasion calculations.	

NEW SKILLS FOR OLD CAREERS	
Old Skill	**Possible Skill Choices**
+1 Intelligence	+1 Gullibility +1 Persuasion +1 Will +1 Insight +1 Intelligence
+1 Education	Mimic-1 Disguise-1 +1 Education
+1 Social Standing	+1 Charm +1 Character +1 Social Standing
Streetwise	Streetwise-1 Scam-1 +1 Insight
Bribery	Bribery-1 +1 Insight +1 Persuasion
Leader	Leader-1 +1 Will +1 Charm
Liaison	Liaison-1 +1 Persuasion +1 Charm
Recruiting	Recruiting-1 +1 Persuasion
Forgery	Computer Forgery-1 Counterfeiting-1 Document Forgery-1 Electronic Forgery-1 Handwriting Forgery-1
Gambling	Gambling-1 +1 Insight
Jack-of-all-Trades	Jack-of-Trades-1 Mimic-1 Disguise-1
Instruction	Instruction-1 +1 Charm
Interrogation	Interrogation-1 +1 Charm +1 Persuasion +1 Gullibility

CHARACTER GENERATION CHECKLIST		
I. Generate Character Attributes	A. Physical and Mental Stats (2d each): Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.	
	B. Behavioral Stats (2d each): Persuasion, Charm, Insight, Gullibility, Character, Will.	
	C. Behavioral Modifier. Roll 2d; points may be split up as desired to improve behavioral attributes (only).	
	D. Character Traits may be selected.	
II. Enlistment	A. Age 14, roll for enlistment as Con Artist using all applicable DMs. If successful, career begins. If unsuccessful, age 1 term and go to B.	
	B. Age 18, roll for enlistment as above.	
	C. If unsuccessful at age 18, attempt graft (basic rules).	
III. Service	A. Roll for survival.	
	B. Attempt success; if desired.	1. Roll for success.
		2. If success, roll for cash benefit.
		3. If no success, roll for cash loss.
		4. If no success, roll "enlistment" for prison. Basic prison sentence is 1d-1 terms.
	C. Resolve prison, if any.	1. Roll for survival.
		2. Roll for return. If roll is not achieved, character is paroled.
		3. If paroled, roll to return as Con Artist.
		4. If not returned, determine skills, then return to 3C for next term.
	D. Determine skills allowed.	1.Automatic skills.
		2. Acquired skills.
		3. Specify cascade skills
	E. If completing fourth or later term of service, determines aging effects.	
	F. Roll for return. Go back to 3A ld successful.	
IV. Muster-Out	A. Determine benefits.	
	B. Record characteristics and skills for later use.	

BASIC SKILL ELIGIBILITY	
For initial term of service	2
Per term of service	1
Upon achieving success	1

PRIOR SERVICE TABLE		
	Con Artist	**Prison**
"Enlistment"	10+	7+
DM + 2 if	Insight 9+	–
DM + 2 if	Charm 9+	–
Survival	5+	6+
DM + 2 if	Persuasion 8+	Endurance 8+
Success	8+	–
DM + 1 if	Persuasion 8+	–
Return	6+	5+
Characters cycle through this table during each term of service. The return die throw is required even if the character does not intend to continue a career (a roll of 12 exactly calls for mandatory return). See also the special procedures for prison. DMs are cumulative in the case of enlistment if the character has the requisite skills. All throws are 2d rolls.		

ACQUIRED SKILLS TABLES		
I. Personal Development Table		
Number	**Con Artist**	**Prison**
1	+1 Dexterity	+1 Strength
2	+1 Intelligence	+1 Endurance
3	+1 Education	+1 Intelligence
4	+1 Behavior	+1 Education
5	Carousing	+1 Behavior
6	Gambling	Criminal
II. Basic Skills Table		
Number	**Con Artist**	**Prison**
1	Vehicle	Brawling
2	Gun Combat	Brawling
3	Streetwise	Blade Combat
4	Bribery	Streetwise
5	Liaison	Gambling
6	Computer	Jack-of-Trades
III. Advanced Skills Table		
Number	**Con Artist**	**Prison**
1	Forgery	Admin
2	Recruiting	Instruction
3	+1 Insight	+ 1 Character
4	+1 Charm	Streetwise
5	Bribery	Mechanical
6	Impersonation	+1 Will
IV. Success Skill Table		
Number	**Con Artist**	**Prison**
1	+1 Insight	–
2	+1 Persuasion	–
3	Jack-of-Trades	–
4	Streetwise	–
5	Forgery	–
6	Impersonation	–
Note: The success table is open only to characters receiving a "success" result.		

AUTOMATIC SKILLS	
Con Artist (first term only)	Streetwise–1
Success (each)	Scam–1
Prison (each term)	-1 Social

MUSTER-OUT BENEFITS	
Per term of service	1
Allowable DMs: Forgery skill, DM-1. Disguise skill, DM+1. All DMs are optional.	

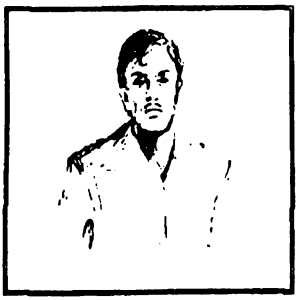
MUSTERING-OUT BENEFITS TABLE	
Die Roll	**Material Benefit**
0	Forgery Equipment
1	Papers
2	High Passage
3	+1 Intelligence
4	+1 Education
5	Weapon
6	Papers
7	Disguise Kit
Note: Characters with forgery skill may apply a DM-1. Characters with disguise skill may apply a DM+1. Modifiers are optional. Weapons, forgery, and disguise results must be declared by type immediately.	

CASH BENEFITS TABLE	
Die Roll	**Cash Benefit (in Credits)**
1	5,000
2	10,000
3	10,000
4	20,000
5	50,000
6	100,000
7	100,000
Note: Characters use the cash table only as a result of success (adds cash) or failure (subtracts cash). Characters with Gambling or Counterfeiting skill may add a DM+1 to rolls on this table, if desired.	

CASCADE SKILLS	
Aircraft	Character must immediately select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.
+1 Behavior	Character must immediately select from +1 Persuasion, +1 Charm, +1 Insight, +1 Gullibility, +1 Character, or +1 Will.
Blade Combat	Character must immediately select a blade or ploearm, preferably Dagger or Blade.
Criminal	Character must immediately select from Forgery, Scam, or Streetwise (or other criminal skills, from other supplements in use). *Forgery calls for a further selection.
Forgery	Character must immediately select from Computer Forgery, Counterfeiting, Documentary Forgery, Electronic Forgery, or Handwriting Forgery.
Gun Combat	Character must immediately select a gun, preferably from Body Pistol, Auto Pistol, Revolver, Rifle, or Shotgun.
Impersonation	Character must immediately select from Disguise, Mimic, +1 Charm, and +1 Persuasion.
Vehicle	Character must immediately select a vehicle type from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection by the character.
Watercraft	Character must immediately select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

B: Pre-generated Characters

Name: Ramon Andreupolis
UPP: 5C3848
UBP: 99B948
Traits: Ambition (8), Pleasure (4)
Service: Con Artist, 5 Terms, Age 38
Skills: Documentary Forgery-3, Scam-2, Electronic Forgery-2, Streetwise-1, Recruiting-1, Jack-of-Trades-1, Bribery-1
Money: Owes Cr 160,000
Possessions: Document Forgery Equipment, 2xPapers
Comments: A forgery expert, Andreupolis is handicapped by his personal hedonism, which leads him into a lifestyle that he can't live up too. He is wanted by a number of loan sharks for his many debts.

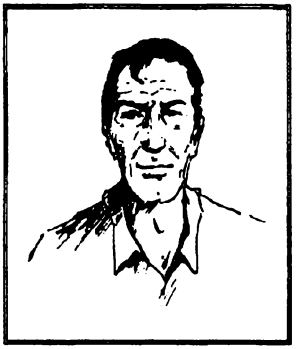


Name: Edward Garnigurad
UPP: 693BA6
UBP: AB988C
Traits: Love (9), Religion (8)
Service: Merchant – 3rd Officer, 3 Terms, Age 30
Skills: Streetwise-2, Medical-2, Scam-1, Jack-of-Trades-1, Blade-0
Money: Cr 60,000
Possessions: Blade, Low Passage
Comments: A deeply religious man, Garnigurad is also attached to the memory of a woman he was once engaged to, who dropped from sight on a merchant voyage years ago.

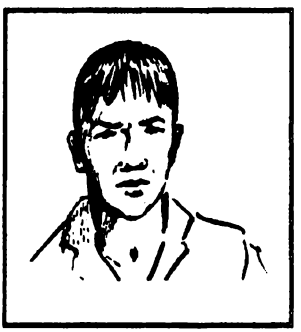
Name: Susan Cambronne
UPP: 374AB7
UBP: A79A57
Traits: Hate (9), Envy (5)
Service: Marine Colonel, 5 Terms, Age 38
Skills: Computer-3, Tactics-2, Grav Vehicle-2, Admin-2, Medical-1, Cutlass-1, Revolver-1, Vacc Suit-1
Money: Cr 32,000
Possessions: High Passage
Comments: Colonel Cambronne has long nursed an envious dislike towards officers with field commands (she was a staff officer), an envy which at times borders on outright hatred for her own background and place in the scheme of things.

Name: Shamik Iddukan
UPP: 8A67A8
UBP: ABBB49
Traits: Laziness (4), Ambition (B), Family (7)
Service: Navy Lieutenant, 5 Terms, Age 38
Skills: Mechanical-3, Engineering-2, Foil-1, Jack-of-Trades-1, Vacc Suit-1
Money: Cr 15,000
Possessions: Low Passage, High Passage
Comments: An amateur con artist who frequently used scams to obtain parts and assistance for repairs. Though ambitious, a strong streak of laziness held up his promotion past lieutenant's rank.

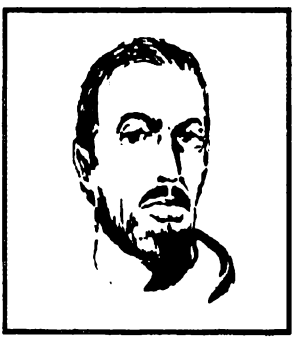
Name: Lisa Kaldurana
UPP: 698A84
UBP: 989735
Traits: Rivalry (3), Hate (7), Ambition (4),
Service: Con Artist, 4 Terms, Age 34
Skills: Streetwise-3, Bribery-2, Mimic-1, Disguise-2, Scam-2, Revolver-0
Money: Cr 90,000
Possessions: Revolver, Disguise Kit
Comments: Lisa Kaldurana is intensely jealous of her brother, also a con artist, she strongly dislikes being compared to him (generally, she fails to measure up); she is always seeking a chance for a big score that will prove her talents over his once and for all.



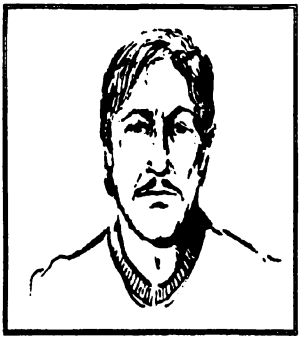
Name: Kunutai Melrose
UPP: 883888
UBP: 78B837
Traits: Love (3), Duty (3)
Service: Army Colonel, 4 Terms, Age 34
Skills: Gambling-3, Tactics-3, SMG-3, Rifle-2, Brawling-1, Grav Vehicle-1
Money: Cr 50,000
Possessions: SMG, Middle Passage
Comments: Recently married, Melrose is torn between his new bride and the bonds of duty that have dominated his life for many years.



Name: James Massenda
UPP: A5AA35
UBP: 85AB37
Traits: Rivalry (3), Security (B), Envy (8)
Service: Merchant, 2 Terms, Age 26
Skills: Streetwise-1, Bribery-1, Steward-1
Money: Cr 20,000
Possessions: Low Passage
Comments: Massenda is envious of his brother Michael, a merchant officer, and wants very much to outdo him. He will stoop to almost anything to achieve this goal.



Name: Jon Xeng Moi
UPP: 792857
UBP: ABBA55
Traits: Hate (5), Scandal (5)
Service: Con Artist, 6 Terms, Age 42
Skills: Scam-4, Streetwise-3, Handwriting Forgery-2, Document Forgery-1, Bribery-1, Liaison-1, Jack-of-Trades-1, Disguise-1, Mimic-1, Body Pistol-1
Money: Cr 85,000
Possessions: 2 High Passages, 4xPapers
Comments: Having lost everything due to a scandal involving his father, Jon Xeng Moi left his family behind. He is very bitter at lost opportunities, and hates his parents and all they stand for.



Name: Marc Ryder
UPP: 768CGA
UBP: BAA85A
Traits: Duty (5)
Service: Scout, 4 Terms, Age 34
Skills: Disguise-3, Mimic-2, , Pilot-1, Navigation-1
Money: Cr 50,000
Possessions: Low Passage
Comments: A highly duty motivated Scout whose position in the IISS Intelligence service led to numerous undercover assignments making use of his talent for impersonations.

Name: Gayle Stravos
UPP: 5A58B9
UBP: 888C8A
Traits: Patriotism (8), Security (9)
Service: Army Major, 3 Terms, Age 30
Skills: Small Watercraft-2, Blade-1, Forward Observer-1, Rifle-1, Mechanical-1, Electronic-1, SMG-2
Money: Cr 15,000
Possessions: None
Comments: Gayle Stravos balances a love of the Imperium against a desire for financial security, which led to a resignation from the military in favor of a search for better pay and more opportunities, but the needs of the Empire are still very important to her.

Name: Richard Sinclair
UPP: A8A677
UBP: 698B99
Traits: Fear (9)
Service: Navy Ensign, 2 Terms, Age 26
Skills: Gunnery-1, Electronic-1, Disguise-1, Mimic-1, Cutlass-0
Money: Cr 2,000
Possessions: Cutlass
Comments: Sinclair suffers from a mild case of claustrophobia, and dislikes being in any form of enclosure.

Name: Enric Temjurak
UPP: C59A53
UBP: 898657
Traits: Fear (5)
Service: Con Artist, 3 Terms, Age 30
Skills: Scam-3, Recruiting-2, Shotgun-0, Streetwise-2, Mimic-3, Wheeled Vehicle-1,
Money: Cr 35,000
Possessions: Shotgun, Papers
Comments: Temjurak has an enormous fear of being poor, having grown up in poverty. He will do almost anything to avoid losing his small savings and future prospects.

C: Personality Profile Form

PERSONALITY PROFILE FORM										
Date of Preparation:										
Player Name:										
Character Name:										
UPP:										
Title:										
Rank/Service/Branch:										
Age:										
Terms Served:										
Skills:										
UBP:										
Character Traits:										
Lies & Deceptions:										
-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Reaction To:										
2	3	4	5	6	7	8	9	10	11	12
Reaction To:										
2	3	4	5	6	7	8	9	10	11	12
Reaction To:										
2	3	4	5	6	7	8	9	10	11	12
Notes:										

SCAM

LIES AND DECEIT STINGS AND SCAMS...

From simple bluffs and casual deceit to elaborate confidence games worth millions of credits... from complex swindles to carefully prepared impersonations... within this supplement there awaits a widely varied set of guidelines and adventures essential to any ***TRAVELLER*** campaign or adventure.

For the first time, detailed rules are now available which make it possible for adventurers to practice deceptions of almost any kind. Whether it is a simple bluff to get past a hostile guard, an attempt to use deceit to achieve a goal – be it access to a person or place, acquisition of equipment without paying large amounts of money, or gaining the ear of a gullible patron – or a sting designed to net a fortune from a hapless mark, **SCAM** provides rules to supplement the basic concepts found in ***TRAVELLER*** and bring this aspect of adventuring to life.

This supplement contains complete rules on all aspects of con games and the people who run them. Rules cover such diverse matters as reactions, disguise, and impersonation, the gullibility of NPCs (and even other player characters!), equipment, and new skills may be earned – and ways of earning them – when characters are embarking upon criminal careers. This supplement also contains a series of short adventures, which make use of the rules in sample scams. These may be played, with the adventurers "assisting" a master con artist who formulates these intricate stings, but they may also be used strictly as a source of inspiration so that the players may come up with scams of their own

Add a new dimension to the many worlds of ***TRAVELLER*** with **SCAM – Rogues In Space.**

CARGONAUT PRESS

QUITCLAIM DEED

THIS QUITCLAIM DEED, Executed this _____ day of the Imperial Year _____, In the _____ year of the reign of our Sovereign Prince, by first party, Grantor, _____ whose Royal Post address is _____to second party, Grantee, _____ whose Royal Post address is _____.

WITNESSETH, That the said first party, for good consideration and for the sum of _____ Credits (Cr _____) paid by the said second party, the receipt whereof is hereby acknowledged, does hereby remise, release and quitclaim unto the second party forever, all right, title, interest and claim which the said first party has in and to the following described parcel of land, and improvements and appurtenances thereto in the County, Barony, or Duchy of _____, upon the Planet of _____, within the Principality of Caledon to whit:

IN WITNESS WHEREOF, The said first party has signed and sealed these presents the day and year above first written. Signed, sealed and delivered in presence of:

_____ _____

Signature of Witness Signature of First Party, Grantor

_____ _____

Print Name of Witness Print Name of First Party

_____

Signature of Notary

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PERSONALITY PROFILE FORM

Date of Preparation:

Player Name:

Character Name:

UPP:

Title:

Rank/Service/Branch:

Age:

Terms Served:

Skills:

UBP:

Character Traits:

Lies & Deceptions:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Reaction To:

2	3	4	5	6	7	8	9	10	11	12

Reaction To:

2	3	4	5	6	7	8	9	10	11	12

Reaction To:

2	3	4	5	6	7	8	9	10	11	12

Notes: